SIERRA
NEWS MAGAZINE

**Notice to User's Groups &
Newsletter Editors**

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General Content

SIERRA'S AUTOMATED HINT LINE SYSTEM

You may reach the hint system by dialing 1-900-370-KLUE. Our California customers need to call 1-900-370-5113. ALL hint questions MUST be directed to the previously mentioned "900" numbers, as there will be NO hints given on our Customer Service lines. This service is available 24 hours a day. The charge for this service will be 75 cents for the 1st minute and 50 cents for every additional minute. Long distance charges are included in this fee. Callers under the age of 18 must get their parent's permission before calling the hint line. At this time, the automated hint system is only available within the United States.

All other questions will be answered by calling our new Customer Support number at area code (209) 683-8989. Again, please note, ALL hints must be obtained by dialing 1-900-370-KLUE and for California 1-900-370-5113. ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES.

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If you own an IBM compatible computer and are considering obtaining any of Sierra's products this Christmas, then this article contains important information that you should read closely.

We have made many dramatic technological breakthroughs in our products that have forced significant changes in the way that we distribute our products. For instance, *King's Quest V* will be available in FOUR DIFFERENT IBM compatible versions. Understanding the contents of this article will ensure you get the version that is right for you.

Undeniably, one element of Sierra's success has been that our products run on just about every IBM compatible computer sold. Our products run on everything from the PC Jr to the latest 486s. We support graphic cards, ranging from the black-and-white Hercules all the way to VGA, and music as simple as the standard beeper in an "off-the-shelf" PC to the stereo soundtracks made possible with an MT-32 sound card.

Another key element, second only to product quality, has been our willingness to push the limits of computing technology. As you may have noticed, the "plain vanilla" IBM PC just isn't very good at running games. Sierra was the first entertainment software company to support EGA graphics cards. Our games are much more enjoyable with color graphics. We claim to have created the market for PC sound cards. I've yet to hear from a disappointed purchaser of a sound card. Once you've felt the emotional impact of one of Sierra's games accompanied by a stereo soundtrack and had your house shaken by the sound effects of thunder, there's no turning back.

Always in the past we've been able to support all the various hardware configurations of the IBM PC without publishing separate versions. This is no longer possible.

The balance of this article explains how we will be making available to you different versions of our games according to what optional equipment your IBM compatible computer contains. Some of you will purchase more hardware to buy the more advanced versions. Some of you will have to buy some new hardware to run *any* version. For this, I apologize. Regardless of the version you play, you'll have an unforgettable experience.

There will be four versions of *King's Quest V* and *Space Quest IV*:

Version #1   EGA/Tandy 1000 • 5.25" high-density and 3.5" low density • Two floppy drives (which do not have to be of same type) or hard drive required
Version #2   VGA/MCGA 3.5" high-density
Version #3   VGA 5.25" high-density
Version #4   CD-ROM/VGA/DAC

Don't feel bad if this is confusing. It's actually simpler than it appears. All versions contain the same game. The only difference is the quality of the graphics and sound. Version 1 is similar to the products we now ship, in that it contains standard 16 color graphics. Versions 2 and 3 are identical to each other, except for the diskette media in the box. Version's 2 thru 4 use VGA 256 color graphics and require a VGA card. In Version 4 all the dialog is actually spoken rather than displayed as text. Version 4 really is an animated interactive cartoon.

Did you notice the words "HIGH DENSITY" in the requirements for each of the versions above. As Sierra improves our product our games are getting bigger. If version 2 or 3 were shipped on normal 5.25" low density diskettes, it would require approximately 50 disks! This would not be very practical. The following table may help you identify whether you have low or high density disk drives (if not, you'll have to contact your computer dealer):

5.25" Low Density	360K capacity
5.25" High Density	1.2 Megabyte capacity
3.5" Low Density	720K capacity
3.5" High Density	1.44 Megabyte capacity

Because a 3.5" low density VGA version of our game would require 20 diskettes, we will not offer this as an option. Owners of 3.5" low-density drives will be forced to choose version #1 and watch the game with 16 color EGA graphics, even if they have a VGA card; such as owners of PS/2 Model 25s. People who have only a 5.25" low-density disk drive should not purchase any of these four versions. There will be a fifth version which will be on 5.25" low density media and will *only* be available from Sierra directly (call 800-326-6654 to order); it will require a hard disk. If you don't have a hard disk and have 5.25" low-density drives, we have many products for you—but *not King's Quest V* or *Space Quest IV!*

Whew! That was harder than I thought it would be. We ran some market research to figure out which of the above versions our customers wanted and found that it's almost exactly split evenly between versions #1, #2 and #3. A small percentage of you are left out completely or will choose version #4.

Not all of our retailers will believe this, though,

and will stock only one version. You may want to make your preference known to your local retailer now. Just so we don't

confuse our local retailers, we'll be referring to these versions as our 16 color, 256 color and CD-ROM versions.

I commented earlier that the only difference between the 16 and the 256 color version was the quality of the graphics. Now, I'd like to elaborate a bit on exactly what the improvement is. Here are examples of the two kinds of graphics from *King's Quest V:*

King's Quest V
16 color

King's Quest V
256 color

If you already own a VGA card, you will be pleased to see that Sierra is now fully exploiting the power of your computer. If you don't, you may want to consider upgrading. I've seen VGA cards and monitors available thru mail order as low as $479. However, I'll say that if your computer has an 8088 or 8086 processor, you should probably stick with the graphics you already have. VGA graphics require a more powerful computer than 16 color graphics. In the future, most of Sierra's titles will have special VGA versions.

If you aren't at least a little bit interested in owning a CD-ROM drive . . .

. . . you can stop reading this article now and go on to enjoying the rest of our magazine. I'm going to be talking about what equipment will be required to run the CD-ROM version of our products.

Before I talk about what is required, I imagine you'd like to know why you should even consider owning a CD-ROM drive. To be honest, Sierra's products can be enjoyed just fine without buying a CD-ROM drive. The decision is almost exactly the same one as buying a sound card; better music adds to the emotional impact of the game. Having real character voices turns playing the game into truly participating in an interactive film. However, my sense is that most families will justify owning a CD-ROM drive for business or educational reasons, not games.

I am writing this article from at home where my eleven year old son has a CD-ROM drive on his PS/2 model 30. I bought it because of having seen a product called Comptons Multimedia Encyclopedia by Britannica Software. It contains the complete 26 volume Comptons Encyclopedia (pictures and all) on one CD, the

exact same kind of CD most music comes on. I don't want to spend too much time promoting competitors products, but let me say that this is a significant product. Instead of going to an index, children are given several "fun" methods to browse through the encyclopedia. One is a time line of history where you click at different points on the time line, such as World War 1 to be transported to an article about the war immediately. Another interesting method is to randomly look through pictures and then "click" on the ones you want to learn more about. And, of course, you don't just read the stories, you can listen to rockets take off or Martin Luther Kings famous speech. That was enough for me, what it will take to justify a CD-ROM drive in your home is up to you.

CD-ROM drives are capable of much, but there are some nagging limitations. One CD holds as much data as thirty typical 20-megabyte hard drives. It can read into memory the equivalent of a standard 360k floppy in just over two seconds. However, without additional hardware, it is limited to only about one hour of speech or music. Also, whereas hard drives can access almost any data in around one fiftieth of a second, CD-ROM drives conventionally take from one third of a second to well over a second to find data. Therefore, CD-ROM drives can feel quite sluggish at times. When or if you choose to buy a CD-ROM drive, pay close attention to something called seek time. The seek time is how long it takes, on average, to find something on a CD. The slowest drive I recommend is 500MS, or 1/2 second

Many of the CD-ROM based products now in the marketplace overcome the limitation of 60 minutes of sound by confining the amount of music or speech in the product. This does not work for Sierra's products where character dialog alone in a product like Kings Quest V could be over 10 hours in length. Therefore we use a combination of two techniques to expand the duration of the sound track. We use your music card (or built in speaker) for the music rather than playing directly from the CD. Also, we use something called a DAC to play the speech. DACs allow us to store the character dialog as data on the CD in a way that doesn't use near the amount of space that conventional CD-AUDIO does. We are still investigating what DACs we will be supporting. They are a new device and are not very standard. For now, we know that we are supporting the TANDY 1000/2500 series, which has a built-in DAC and the Soundblaster card from CMS which has both music and a DAC for speech.

Music and speech can be a problem as well when you connect your CD-ROM drive to speakers. Remember, some of the sound is coming from your CD-ROM drive, some from your music card and some from your DAC. You need a mixer to consolidate all of the sound sources.

We will try to simplify all of this by offering for sale at an extremely attractive price everything you'll need to add a CD-ROM drive to your system. Our goal is to get you a bundle consisting of a fast, commercial quality CD-ROM drive, a SoundBlaster card, a Mixer, all required cables, Mother Goose CD, Jones CD and Stellar 7 CD for under $800. Separately purchased this would be over $2,000. This system would be capable of running every CD-ROM product we are now aware of in the marketplace. We expect to offer this system sometime in March. We had hoped to be able to offer this bundle now but the CD-ROM drive technology is changing by the hour.

Hopefully this article has clarified what you will need to run Sierra's latest products, and what differences there are amongst the various versions of our products.

See you next issue!

Ken Williams

NEW FRONTIERS FOR A NEW DECADE OF EXCELLENCE

GAMES FROM THE SIERRA FAMILY

Here at Sierra, we've been looking forward to 1990 for a long time. First of all, this has been our tenth anniversary year, in an industry where not many businesses have celebrated a tenth anniversary. As if that weren't enough importance for one year to bear, the 1990 Sierra game season promises to be the most exciting ever, with new artistic horizons and hot new technologies that will usher in a second Sierra decade well worth shouting about.

Sierra has been gearing up for this significant game season with the addition of more than 20 artists and 15 programmers to our already sizeable game development staff. This increase in personnel will help us achieve our goals of putting some of the most noteworthy computer entertainment products you've ever seen on your software dealers' shelves this fall.

A New Decade Of New Alliances

Some of this year's noteworthy new games are products of the merger between Sierra and **Dynamix**, headquartered in Eugene, Oregon. **Dynamix** is one of the true innovators in modern interactive gaming, and we are proud and pleased to have them as part of the Sierra family. You can read more about Dynamix and their 1990 crop of terrific games later in this article. And don't miss '*Dynamix, Inc. — Visionary Entertainment with Distinctive Style*' on page 16.

Another new Sierra partner is **Game Arts**, a top Japanese publisher of recreational software, best known in the U.S. for the popular arcade games *Thexder* and *Silpheed*, imported and released for U.S. gamers by Sierra in 1987 and 1989 respectively. We are happy to welcome **Game**

KING'S QUEST

Arts, too, to our growing family of companies. For more about **Game Arts**, read the article *Sierra Welcomes Game Arts of Japan* on page 18 of this issue.

Sierra will be involved in all phases of game development, quality assurance, production and marketing for the new line of **Dynamix** and **Game Arts** products. Through these pioneering partnerships all three companies will continue to bring you the finest possible in new and original computer games.

The Return of Good King Graham

Roberta Williams has been actively involved with every aspect of her newest game, which promises to be her biggest hit yet in more ways than one. *"The graphics and animation are just wonderful,"* Roberta reports. *"The technology for providing better art and music keeps advancing with every game. I think players are going to be amazed, and very pleased, with the results."*

A year has passed since Princess Rosella's journey to Tamir, and King Graham's health has been fully restored. The Royal Family of Daventry is whole once more, and all is well with the Kingdom.

Unknown to Graham, his beloved family will soon be in grave danger. Somewhere far away, a powerful presence watches the castle of Daventry with evil intent. Mordack, a wizard even more powerful than the late Manannan, has concocted a dreadful plan: to capture the castle of Daventry, and the Royal family within. He waits for the right moment to strike — when King Graham will be helpless to stop him.

On that fateful day, King Graham will return home to find that his castle and his family have disappeared. Graham must don his adventurer's cap once again and

find Mordack before harm can come to Rosella, Alexander and Valanice.

With Cedric the owl, his reluctant guide, Graham will journey through forests, across deserts, over mountains and oceans in search of the evil wizard who holds the Royal Family and the castle of Daventry captive.
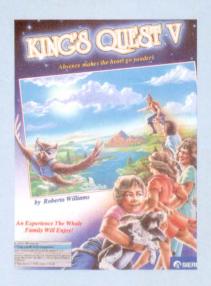

King's Quest V — VGA version

KING'S QUEST V

Without a doubt, the most anticipated new game this year is Roberta Williams' King's Quest V. Weighing in at over 10 megabytes of information, with more than 100 individual scenes for players to wander through on their quests, King's Quest V promises more hours of sheer adventuring pleasure than any previous King's Quest game.

SPACE QUEST

King's Quest V: New Frontiers In Graphics And Sound

When players with 256-color systems install and load **King's Quest V**, the first thing they will probably notice is the astounding difference in the graphics. These rich, high-resolution backgrounds started life as full-color paintings by top Sierra artists, and the animation has been enhanced with video capture techniques for added realism. Eight animated cartoon sequences set the stage and enrich the plot.

There's a feast for the ears, too, in the new **King's Quest V**, with a magnificent orchestrated soundtrack and dozens of

King's Quest V — EGA version

realistic sound effects supporting most major sound cards.

The Compact Disk version, due out in early 1991, features not only a longer soundtrack and more sound effects, but also digitized speech in place of the usual dialog boxes. All in all, this version has more the sound and feel of a feature film than that of a computer game.

One of the most unusual things about **King's Quest V** is the newly designed intuitive interface. Players will be able to instantly access a bank of icons that will enable them to perform a wide variety of game actions without the use of typed sentences.

"I think the new interface is going to be a big plus," says Roberta. *"You can do everything with the mouse, but it has all the control of the previous games, without the frustration of having to figure out the right words to type in when you know what you want to do."*

The new game interface also includes 'Intelligent Pathing' which allows characters to find the most efficient route from one place to another onscreen without constant help from the player in order to avoid obstacles on the way.

Look for **King's Quest V** in a 16-color (EGA) version, and a 256-color (VGA) version in the fall of 1990, and a 256-color (VGA) CD-ROM version with digitized speech, plus added music and sound in the spring of 1991.
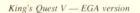
Back To The Future With Roger Wilco

The Two Guys From Andromeda, back safely from their hair-raising adventures with the Pirates of Pestulon, have produced the best, the funniest, the most visually exciting *Space Quest* game yet: **Space Quest IV: Roger Wilco and the Time-Rippers**. But 256-colors, full painted backgrounds and the most realistic animation ever to appear in an interactive adventure are only part of the picture when Mark Crowe and Scott Murphy get together and decide to do something a little different.

In addition to stunning backgrounds and super-realistic video captured animation that seems to propel the player right into the far-out and exotic worlds of *Space Quest*, this game also features Sierra's first scrolling screens. We talked to *Space Quest* designers Mark Crowe and Scott Murphy about this new feature.

"The scrolling graphics are a scrolling room change, basically," Mark and Scott told us. *"The screen scrolls across or up and down in certain areas of the game to add some dimension and give the player a feel of the entire area."*

In addition to all the great visual attractions, *Supertramp*'s Bob Siebenberg is back to do another terrific rock & roll soundtrack for a full-blown auditory experience as well. Siebenberg's work on **Space Quest III** earned him and Sierra's music and sound crew Computer Gaming World Magazine's award for Excellence in Musical Achievement.

SEQUEL to the
ADVENTURE GAME OF THE YEAR
So You Want To Be A Hero
1990

QUEST FOR GLORY

Roger vs Overwhelming Odds (*as usual*)

Space Quest IV places our reluctant hero, Roger Wilco, back in the thick of the action as he attempts to return to his home planet of Xenon. Unfortunately, he must first deal with the Sequel Police, a crack team of intergalactic assassins from the future who are out to put an end to Roger and all this *Space Quest* nonsense once and for all.

Enter the Time Rippers, a mysterious band of rebel fighters from the bleak future of *Space Quest XII*. In their future, Sludge Vohaul has returned in a monstrous new form and destroyed the planet Xenon. Now they must journey to the distant past to find the legendary Roger Wilco — the illustrious hero of Xenon. And all they want him to do is go toe-to-toe with the huge and hurtful Vohaul once again.

With a little help from his friends, it will once more be Roger's lot to make the galaxy safe for the planet Xenon, true love, and lots more *Space Quest* sequels.

"This is definitely a darker version of Space Quest," say the Two Guys From Andromeda. *"it still retains the comic elements and the silliness that Space Quest has been known for, but it's going to be a little more grim."*

We asked Mark and Scott: *"What about the rumors that this is really and truly the last Space Quest game?"*

"Well," says Mark, *"What we'd really like to do is design another project in between and come back to Space Quest fresh. Meantime we're trying to take full advantage of the extent of the technology available to us to make this one as interesting and as fun as possible."*
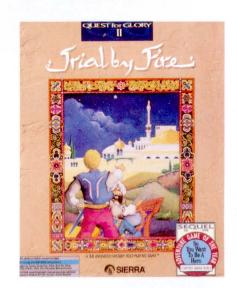
Scott agrees: *"We feel like we could design a lot of different kinds of games — serious games as well as the humor we're known for. Of course the fans are always asking 'when is the next Space Quest game gonna be released?' I even hear it from my mom."*

Look for **Space Quest IV** in a 16-color (EGA) version and a 256-color (VGA) version in the winter of 1990/91, and a 256-color (VGA) CD-ROM version with digitized speech, plus added music and sound in the spring of 1991.
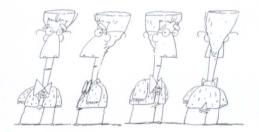
The Further Adventures Of A Part-time Hero

Fresh from the overwhelming success of last year's groundbreaking *Quest For Glory* I: So You Want To Be A Hero*, Designers Lori and Corey Cole have come up with a truly enjoyable sequel in *Trial by Fire*. Set amid the mystical and exotic background of the Arabian Nights, *Trial by Fire* reaches new heights of humor and adventure, and new levels of computer game storytelling.

As in the first game of the series, players construct their characters from the ground up, choosing a character class (Fighter, Wizard or Thief) and equipping the would-be hero with basic skills and abilities before the game begins. Players who have completed *So You Want To Be A Hero* may wish to bring their seasoned Heros to play in this second installment. Players who are new to the world of *Quest For Glory* can create a new Hero.

*You may remember this game as Hero's Quest. After the publication of the game, it was discovered that the Milton Bradley company had already trademarked the name 'HeroQuest', and a decision was made to change the name to avoid confusion. Only the name has been changed — it's still the same great game.

JONES IN THE FAST LANE

Our Hero, who left the once-again peaceful town of Spielburg on a flying carpet at the end of the first game, will travel with kattas Shameen and Sheema and rug merchant Abdulla Doo to the magical city of Shapeir.

Later, he will discover the dark mirror image of Shapeir, the cursed city of Raseir. It will be his task to uncover the secrets of the twin cities and attempt to free Raseir from the dark shadow that possesses it before its evil infects the entire world.

Not Just Another Cardboard Hero

Lori and Corey Cole have taken a good thing and made it even better. *Trial by Fire*, with its mysterious and colorful Arabian Nights setting, brilliantly colorful graphics and superior animation promises to be an even bigger hit than the original.

"We've added new skills, abilities and spells," say Lori and Corey of their current game project *"We're trying to give a sense of reality to the world that goes beyond your normal 'game world'. Your character does change as you go along."*

Unlike many fantasy role-playing games on the market, *Quest For Glory* characters are designed to grow and change as the game progresses. People the player encounters in *Trial by Fire* will react to actions the character has taken since they last met.

The world of *Quest For Glory* is also a world of growth and changes: " '*So You Want To Be A Hero*' was designed for a person who's never played this kind of game, or for a brand new game character to learn the ropes. '*Trial by Fire*' is designed to take players and characters a little bit further. The events in the first game affected only the town of Spielburg — a very limited environment. This time the stakes are higher, and you're not a beginning character anymore. You're a Hero."

As a Hero, you'll experience magical adventures reminiscent of tales of the Arabian Nights, with crafty elementals, powerful monsters, evil magicians and a fascinating cast of supporting characters. You'll be faced with tasks that only you, as your character, can do. You'll be given the responsibility to try to make things better — to improve the world around you.

"The whole series is about what a Hero is and what a Hero must do," say Lori and Corey. "It's about duty as much as any-thing — duty and self-fulfillment. It's a good feeling to get through the game and realize that without your help this game world would have been a sadder place."

*Look for **Quest for Glory II** in a 16-color (EGA) version in the fall of 1990.*

For A *REAL* Adventure, Try *REAL* Life!

Possibly the most unique Sierra product of 1990 is *Jones in the Fast Lane*, a computer board game with a no-typing 'point-and-click' interface and a beautiful hand-painted 'game town' environment, where 1 to 4 players in any combination of human and computer opponents vie to be the first to accomplish their goals of money, happiness, education and career. Says *Jones* designer Bill Davis, *"This is the game you'll bring out when friends drop by, or when the family just can't take one more evening of Trivial Pursuit."*

Davis and his team started with an un-published game, titled '*Keeping Up With Jones*', which Sierra purchased rights to in 1989, and did some extensive redesigning to arrive at *Jones in the Fast Lane*. *"We attempted to recreate the look and feel of an old-fashioned board game without losing the charming features present in the original game, such as Jones himself (an animated cartoon character) and the il-lusion that the game was taking place in a small town with little neighborhood shops."*

While pursuing their individual goals in *Jones*, players can improve their educa-tion, get better jobs, invest, even win the lottery. On the downside, though, over-work, muggers and stock market crashes are just some of the real life hazards await-ing players in this often humorous contest of competition and accomplishment.

OIL'S WELL

Starring...Our Friends and Co-Workers!

Since **Jones** was being designed for 256-color high-resolution VGA graphics, Davis' team wanted to get the most out of the increased color and resolution available. "*We decided to implement our walking game pieces and our shop keepers using digitized representations of live actors.*" Artists, programmers, producers and other members of the Sierra staff play all the parts in **Jones**, to the enjoyment (and *amusement*) of their co-workers. "*All in all,*" says Davis, "*I believe we've created an environment which will leave you feeling like you've been playing the game with the inhabitants of a small town (a very small town), rather than with a computer.*"
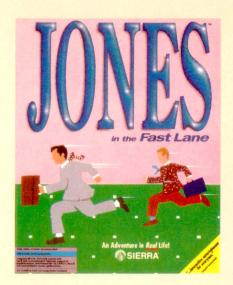
Whether players want to go head-to-head with the fictional 'Jones', or compete with their family and friends as a group activity, they'll appreciate the fun and friendly rivalry of this unique new game.

Our Testers Speak...

Here's what our game testers have to say about **Jones**: "I LOVE this game." "Fantastic!" "What a work of Art! I think you have another hit on your hands!" "More fun than any I've played in a long time." "I'm predicting big things for Jones." "Another family favorite." "Jones is soooo cool!!"

Look for **Jones in the Fast Lane** in 256-color (VGA) and 16-color (EGA) versions with major sound card support, in the fall of 1990, and a 256-color (VGA) CD-ROM version in the spring of 1991.

A Blast From The Past In 256 Colors

One of Sierra's early arcade games was recently resurrected by Sierra, in conjunction with Banana Development. **Oil's Well**, a Sierra arcade game from the '80's, was given a major overhaul for '90's gamers. New features include completely new graphics (this time in 256 brilliant colors), a lively original soundtrack, and entertaining animated sequences between game levels.

Sierra and Banana got together in 1989, after Sierra saw a terrific public domain arcade game called *Bananoid*. The game was really impressive and fun, with gorgeous graphics and superior playability. At that point, the **Oil's Well** revival was in the conceptual stage; we wanted to create an arcade game that was simple, yet captivating, and above all, *fun*. One look at Banana's sensational 256 color arcade game, and we knew these guys were made for the **Oil's Well** job.

Oil's Well '82

Oil's Well was originally released by Sierra in 1982 and was available only for 8-bit cartridge based computers. It was a fast-paced arcade game in which the player guided a 'drill bit' through a maze, collecting oil pellets and various other useful objects for points. Alas, **Oil's Well** was born at the end of an era; 8-bit computers took a dive, and **Oil's Well** went with them. Sierra's Marketing Manager, John Williams, says it was the victim of bad timing; "*Oil's Well was a great game; everyone who saw it loved it. Unfortunately, few people had the opportunity to see it — it was the right game at the wrong time.*"

HOYLE'S BOOK OF GAMES

Oil's Well '90

The latest incarnation of this would-be old favorite, released in October of this year, is basically the same entertaining arcade game it was in 1982, but with some new goals in mind: to make it available to the MS-DOS market and to allow owners of VGA graphics cards and monitors to take full advantage of their equipment. *Oil's Well* features 256 color graphics, both during game play and during the newly programmed animated sequences between levels, featuring a loveable dinosaur character named Slater, hapless hostage of modern times, who must cope with the hazards of life under your oil field. Sierra's Bill Davis, who directed the redesign, felt that just creating new 256 color graphics was not enough. The game needed more 'life', as well as a little something to reward players for completing each level. "We decided to create 'reward' cartoons between levels. People seem to equate (erroneously) dinosaurs with fossil fuel, so making a dinosaur the lead character in the cartoons seemed like a natural. You have this dinosaur, Slater, trapped below ground, trying to pursue a contented lifestyle, only to be constantly tormented by the rude intervention of your drill bit." Davis promises a happy ending, though, to players who successfully complete all eight levels. Amusing sound effects and a jazzy original soundtrack complete the *Oil's Well* package, with some truly unique combinations of musical instruments to set just the right tone of humor and whimsy.

The same fun, yet challenging arcade game it was in 1982, with graphics, animation and sound befitting a Sierra game of the '90's, *Oil's Well* is certain to be a hit with families everywhere.

Look for *Oil's Well* in a 256-color (VGA) version with major sound card support, in the fall of 1990.
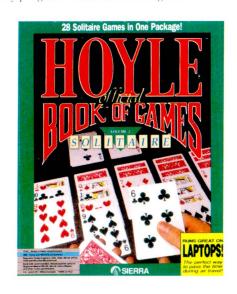
Solitary Pursuits

Warren Schwader's *Hoyle's Book of Games*, released by Sierra in 1989, has sold more than 250,000 copies worldwide. Now he continues his winning streak of electronic pastimes with the release of *Hoyle's II: Solitaire*. Warren's newest computer diversion is a true card-player's delight, with 28 different solitaire games in one easy-to-play package. The games can be played with mouse, keyboard or joystick, and are perfect for laptop play on those long plane trips or while commuting. As a matter of fact, both *Hoyle's I* and *Hoyle's II* will soon be available in special laptop versions in airport and train station gift shops, as well as directly from Sierra.

Warren Schwader has always enjoyed playing cards, which led to his original hit, Sierra's *Hi-Res Cribbage* (1981). His 1989 hit, *Hoyle's Book of Games*, were specifically designed for the increased resolution and improved graphics and animation tools that had become available since then, combining six card games for gamers to play against eighteen computer opponents, including characters from several of Sierra's most popular adventure games.

That might have been the end of it but for one thing: Sierra CEO Ken Williams told Warren that his favorite part of *Hoyle's Book of Games* had been the Klondike Solitaire game. Warren began thinking about designing a program that would contain several types of solitaire.
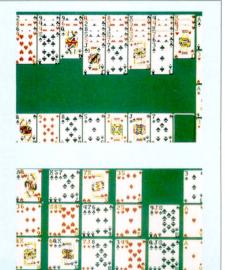
"I played another company's solitaire — it had six different games — and I thought what programmers always think: 'I could do better than that.' For one thing, I knew that my program would have more games."

CLASSICS REILLUSTRATED

A Little Something For Everybody

Warren's program had almost <u>five times</u> as many games as the competitor's product, from familiar favorites like Klondike, Canfield and Pyramid, to lesser known games such as Eliminator and Beleaguered Castle, with Easy and Hard

variations on each game. He also designed two entirely new, never before seen solitaire games exclusively for *Hoyle's II* — *Slide* and *Bowling*. Each of the 28 games features full color high resolution graphics and complete game rules onscreen.

"I think one of the nicest compliments I've received on the game was from Sierra's Quality Assurance Department. Usually by the time a game is shipped, they're tired of it, but they said they hated to see Hoyle's II: Solitaire *ship because it meant they had to stop playing!"*

Look for **Hoyle's II: Solitaire** in a 16-color (EGA) version, with major sound card support, and a special laptop version for 512K laptop systems, in the fall of 1990.

Classics Reillustrated

Besides the groundbreaking new technology of our latest games, Sierra is also bringing you brand new versions of two bestselling classics, **King's Quest I** and **Mixed-up Mother Goose**. When we originally designed these games, they were considered pretty sophisticated, but new technologies and new techniques have overtaken and surpassed them. Sierra games now have higher resolution graphics, improved animation and enhanced sound capabilities. Because of these improvements, we decided to update these old favorites to newer standards.

King's Quest I & Mixed-Up Mother Goose —Improving Sierra Favorites for a New Generation of Game Players

Unless you've been living on another planet for the past six years, you probably already know that **King's Quest I** was the first Sierra 3-D Adventure. As the first game of its type, it began a tradition of quest/adventure games for which Sierra has become renowned worldwide. Three best-selling **King's Quest** sequels followed over the next 4 years, and many other Sierra 3-D Animated Adventure Game series, such as **Space Quest** and **Police Quest**, can trace their genealogy to the original **King's Quest**.

Roberta Williams' **Mixed-Up Mother Goose** is another Sierra classic with a large and enthusiastic audience. Designed especially for pre-reading children, the game featured personalized characters in several racial and ethnic variations, and could be played by preschoolers almost entirely without parental supervision.

Sierra CEO Ken Williams wanted to see these old favorites brought forward for a new generation of adventure game players. *'As classic as these games were,'* Ken says, *'we felt there was room for improvement.'*

First, Sierra artists redesigned and redrew every background graphic to take

full advantage of the higher resolution available on today's more powerful computers. Then each loop of animation in each game was completely redone for an entirely new and much improved effect. Finally, Sierra composers added new stereo soundtracks and sound effects to take full advantage of the new sound technologies available for today's personal computers. The result? The re-released games use Sierra's more advanced SCI technology to bring Sierra players a much-improved gaming experience.

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Recently we viewed a demo showing the difference between the old and new versions of the games. The improvement was dramatic, to say the least. The higher resolution and more complex use of color made the new backgrounds and animation *really* outstanding. The new background graphics and animated characters have really been brought to life as never before, and the stereo soundtrack and digitized sound effects added a whole new dimension of realism.

Still the same engaging and entertaining games as when they were first released, *King's Quest I* and *Mother Goose* will captivate a new generation of players as never before. Owners of the original games wishing to upgrade will be able to obtain the new versions for a special price (see the *SCI Upgrade Offer on page 29*).

Look for *King's Quest I (SCI)* and *Mother Goose (SCI)* in 16-color (EGA) versions, with major sound card support, in the fall of 1990.

Just When You Thought You'd Seen It All — Mother Goose CD

An even *more* modern version of *Mixed-Up Mother Goose* has been designed exclusively for release on Compact Disk. *Mixed-Up Mother Goose CD* features rich 256-color graphics, greatly enhanced animation and sound, and actual digitized actors' voices playing all the parts in the game. We had a chance to play this new version, and can't remember when we've been so delighted with a computer game. The beautiful music and digitized voices make this game an experience that would enchant any young child we know.

Look for *Mixed-Up Mother Goose (CD)* on compact disk for 256-color (VGA) systems with compact disk drives in the fall of 1990.

The Best Is Yet To Come. Hot Stuff From Dynamix

So far, *Dynamix* games have been an outstanding addition to Sierra's line of products. When you look at the new *Dynamix* line-up, you'll know why we're expecting that trend to continue.

The *Dynamix* team has been tremendously busy this year producing a variety of games ranging from hard-core arcade to action/adventure. The whole lot of them feature hand painted, digitized 256 color graphics and original musical scores, and each takes an entirely new approach to its genre. Here's to a batch of games we know you'll love.

History repeats itself as you take on the role of a World War I fighting Ace in *Red Baron*. This remarkably realistic flight simulator has everything you expect from a good simulation experience, and then some.

THE YEAR IS 1914 —

It is the dawn of World War I. Patriotic fervor runs high as young men across Europe prepare for a new age. For the first time ever, men will take to the air with the sole objective of blasting another airplane from the sky.

Aviation is yet in its infancy. There are no books, no teachers — here and now, young pilots such as Eddie Rickenbacker, Billy Bishop and Manfred Von Richtofen must invent the skills and strategies that will keep them alive. Only the very best will survive, and they will perfect an artform all their own. These are the Aces, and this is the birth of aerial combat.

Sierra News Magazine

Dynamix
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Designer Damon Slye says of the project, *"I've always wanted to play a great dogfighting game. Due to the slow speeds and high maneuverability of aircraft, W.W.I. had the most exciting dogfighting in history. The aircraft of W.W.I. are also really cool; each one had a unique personality and handling characteristics. We had to do a game."*

RED BARON

Red Baron takes you back in time to the war that birthed aerial combat, where you'll fly more than 100 missions as a pilot of either the Royal Flying Corps or the German Army Air Service. Fly your choice of 17 different aircraft, including the Sopwith Camel, the D.H.2 Pusher, the Spad 7, the Albatros D.III, the Fokker Triplane, and many others. Engage in close range dogfights, go balloon busting to take out the aerial eyes of the enemy, go undercover on nighttime missions, and go head to head with with Aces right out of your history books, each one acting and reacting just as he did then — even take on the Red Baron himself.

*"I wanted **Red Baron** to be historically accurate,"* says Damon. *"I felt that the era that gave rise to air combat deserved a lot of attention. What I didn't expect was how interesting the Aces were; some were reckless, some were conservative, some preferred hunting alone, and others liked to fly in large hunting packs — each one was able to use his own style effectively. So we had to write some special code that modeled the flying styles of the individual Aces."*

Hundreds of hours of research and development went into **Red Baron** to make it as realistic and historically accurate as possible. Were they successful? As Damon Slye tells it, *"The whole **Red Baron** team put in a lot of time and hard work, but it was worth it."*

STELLAR 7

In 1980, Dynamix released a game that would become a cult favorite, earning praise from the likes of author Tom Clancy (Hunt for Red October). It was a fast-paced 'shoot 'em up' arcade game in which players piloted a futuristic tank loaded with powerful weapons on an interplanetary mission to save the Earth. The game was **Stellar 7**, and it was the first game to use Damon Slye's **3Space**, a remarkably fast and versatile 3-dimensional modeling and display system. Today

Stellar 7 is back, in a decidedly 1990's incarnation. The game's original monochrome graphics have been redesigned using state-of-the-art techniques, including hand-painted, digitized, 256 color backgrounds, and improved **3Space** technology, allowing improved animation and faster running speed. The interstellar tank *Raven* has been outfitted with an array of futuristic weaponsand defense systems, including Bi-Phasal Thunder Cannon, Eel Shiels, Inviso Cloak and more. The enemies, the forces of the evil Arcturan Empire led by Supreme Overlord Gir Draxon, are smarter and meaner than ever, and come in more than 20 different shapes and sizes.
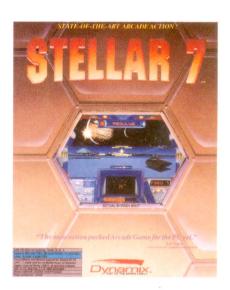
Damon Slye authored the original **Stellar 7**, and had this to say about its revival:

"The original game was a lot of fun to play. With as far as computers have come in ten years, we knew that we could expand on the original and build a great game. With today's 256 color graphics, sound and music cards, and fast machines, we were able to create an audio-visual tour-de-force that's still a lot of fun to play."

The game *is* a lot of fun, and the graphics and sound are truly amazing — we knew all that, but that didn't prepare us for the reaction **Stellar 7** has triggered at

DYNAMIX, INC.

VISIONARY ENTERTAINMENT WITH DISTINCTIVE STYLE

by Jerry Luttrell

In Spring 1990, the six-year-old Eugene, Oregon based computer entertainment company, Dynamix, Inc., became part of the Sierra On-Line family. Much like Touchstone Pictures is to Disney, Dynamix represents an expansion for Sierra into new, and perhaps more serious, product categories. In fact, it was the differences between the Dynamix and Sierra products that made the union so attractive to both parties.

The fact that Dynamix has a unique style all its own will become very evident in their soon to be released products. While Sierra has been known for a lighthearted approach, Dynamix represents a somewhat more serious side of computer entertainment. From the historically accurate and ultra-realistic WWI flight simulation, *Red Baron*, to the dark, futuristic world of their new adventure game, *Rise of the Dragon*, it's obvious that this company is not going to be a Sierra clone.

Dynamix is perhaps best know as the inventors of one of the industry's fastest and most powerful 3-Dimensional modeling systems, 3Space ™. This innovative world-building system has been at the core of hit products such as *Mechwarrior*, *A-10 Tank Killer*, and the soon to be released *Stellar 7* and *Red Baron*. Capable of 3-D modeling and display in 256 color, with animations, bit mapped spaces and world intelligence, it's a system that when combined with digitizing and other advanced graphic techniques, brings simulation dreams to life.

As unique as their simulation products are, however, it's their new line of interactive adventures that is the best example of the differences that set Dynamix apart from the parent company.

Rise of the Dragon is set in the near future, where a dark and sinister force is slowly poisoning Los Angeles through a hyper-addicting drug that causes genetic mutation and death. The hero, a hard-bitten private investigator, must solve a young woman's murder and prevent the destruction of the entire city, before he himself is destroyed by The Dragon.

Heart of China, a Spring release, takes place in the revolutionary China of the 1930's, and moves to other exotic locations as the adventure unfolds through the eyes of three separate characters. Players will use the unique skills and personalities of each character to approach game problems from different angles.

Both games feature complex storylines told through a first person point of view and cinematic 'meanwhile screens,' that inform the player of developments in other game locations. Parser-based keyboard commands have been replaced by a point and click interaction, while in-depth characterization and advanced graphic techniques establish a new sense of realism and depth of play.

First rate graphics is another trademark of the Dynamix product line. Using both electronic and traditional graphic techniques, Dynamix combines full-color paintings, live actors and digitizing to achieve a stunning look that is theirs alone. Backgrounds come alive, and electronically rotoscoped animations attain new levels of realism. This advanced technology is evident in all of Dynamix's new products, from the hand colored WWI photographs in *Red Baron* to the combination of live actors and hand painted backgrounds in *Rise of the Dragon* and *Heart of China*. Even the fast moving strategy/arcade game, *Stellar 7*, boasts hand painted graphics with animations and storyscreens.

Looking forward, it's clear that the once small company called Dynamix has some big things in store for it. Poised to become the Touchstone Pictures of computer entertainment, the newest member of the Sierra On-Line family will soon take its place as an industry leader in 3-D simulation and adventure gaming.

trade shows everywhere. In fact, when we previewed it for the first time at the Consumer Electronics Show in Chicago, Illinois last spring, it was the surprise hit of the exhibition.

The brand new, original score includes more than a dozen songs, and *Stellar 7* is loaded with realistic sound effects, including earth-shaking explosions throughout the game. Animated sequences between levels bring the whole story together for a complete game experience.

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RISE OF THE DRAGON

In the Age of Decay
Marking the Dawn of Darkness
The Dragon Will Arise...

It is the year 2056, and terror grips the city of Los Angeles. A sinister new drug is ravaging the population, causing hideous mutations and death. Someone must put things right again, and William 'Blade' Hunter, Private Investigator is the only man for the job. His violent techniques and brash disregard for regulations got him an early retirement from the Los Angeles Police Department, but now they'll become the fulfillment of the prophecy — the fall of The Dragon.

A futuristic private-eye adventure, **Rise of the Dragon** is not your typical interactive game. Combining elements of science fiction, mystery, action, adventure, even a taste of the occult, this complex storyline will keep players guessing (and gasping) from the first gruesome mutation to the final showdown. Though not excessively violent, **Rise of the Dragon** is definitely not for the faint-hearted.
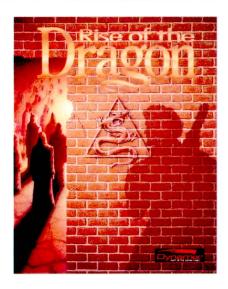
Rise of the Dragon is the first in what may become a series of William 'Blade' Hunter mysteries from Dynamix. In it, you become Blade, a tough private detective in a tough town. The Mayor of Los Angeles calls you with a plea for help: a killer drug is on the street, and it's latest victim is his own daughter. Your investigation will take you to the seediest corners of futuristic L.A. for an adventure you won't soon forget.

The product of Dynamix's new GDS (Game Development System), **Rise of the Dragon** features complex character interaction, puzzle-solving, cinematic storytelling techniques, a no-typing, point-and-click interface and Dynamix's own easy to use *VCR Interface* which allows players ultimate control over the game environment. *Dynamix President and* **Rise of the Dragon** designer Jeff Tunnell says of the game, *"With our new 'point-and-click' interaction system, our goal was to eliminate the frustration factor from adventure gaming, so that nothing interferes with the experience of the game."*

What differences can you expect from the new system? *"The new system has all the elements of traditional adventure games."* Jeff explains. *"There's great character interaction, puzzles, multiple endings — all the stuff gamers have come to expect and more. The difference is that it's presented in a completely underlined intuitive interaction system."* Using over 8 megabytes of game data, **Rise of the Dragon** takes place in an incredibly realistic game world. Its 85-plus scenes and locations are packed with dozens of intelligent characters and randomly generated animations. Hand-painted, digitized, 256 color graphics give **Rise of the Dragon** a 'graphic novel' feel completely unlike other computer adventures.

"The artwork is truly amazing," says Jeff. *"It takes computer gaming to a new level of emotional involvement."*

G A GAME ARTS™
PART OF THE SIERRA FAMILY

GAME ARTS AND SIERRA BRING QUALITY JAPANESE GAMES TO YOUR COMPUTER SCREEN

Japan Gets the Jump on U.S. — Again!

Game Arts' relationship with Sierra goes back to Ken Williams' first trip to Japan in 1986. At that time, Ken experienced for the first time the fabulous high-resolution graphics and multi-voice stereo soundtracks that Japanese gamers had taken for granted for some time. "*This wasn't programming,*" Ken would remark later, "*This was an artform.*" Ken began making arrangements to license **Game Arts'** spectacular *Thexder* arcade game, which Sierra released in the U.S. in 1987.

In a transforming battle suit that could alternate at the touch of a button between 'giant robot' and 'jet fighter' configurations, Thexder players took on a host of mechanized bad guys. With armaments consisting of auto-aiming lasers and protective shields, the high-tech armored suits sped through multiple levels of fast-paced combat. *Thexder* was a top seller for Sierra in 1987. North American gamers loved the detailed, high-resolution graphics and spectacular animation, not to mention the non-stop action of this Japanese arcade hit.

Silpheed Takes Off

The following year, Sierra licensed the English language version of *Silpheed*, **Game Arts'** terrific space-action battle game, featuring a 'Super dogfighter' spacecraft with awesome firepower in a battle against intergalactic terrorists. To the accompaniment of a stereo soundtrack featuring 9 original songs, players fought their way through 20 levels of warpspeed combat against more than 30 increasingly powerful enemies. Once again, **Game Arts** had proven to the North American public that in Japan, game design can be an art.

Now, just when you thought it was safe to go back to your computer...

...Get Ready for Firehawk: Thexder — The Second Contact...

...the second dynamic installment in the **THEXDER** series. It's 4 years later and an invasion of bloodthirsty aliens threatens Earth. The transforming battle suit has been enhanced with even more

weapons and more firepower to combat this extraterrestrial threat. Players will fly the new, improved suit — **FIREHAWK** —in 9 different combat missions to cripple the alien mothership. If they are successful, the attack on Earth will be averted.
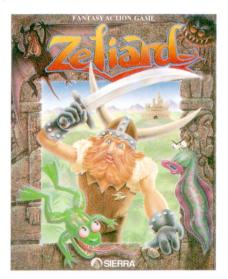
A thrilling soundtrack with 11 different songs enhances the excitement of this spectacular arcade encounter.

Game Arts Hits the Adventure Trail

Game Arts' *very* latest offering to American players is not an arcade game, but a multi-level dungeon adventure called *Zeliard*. In addition to colorful high-resolution graphics, *Zeliard* features a dramatic soundtrack with major sound card support and a different song for each level. Players will battle with might and magic through seven levels of underground caverns and dangerous monsters, to collect 9 magical jewels, defeat the schemes of a powerful enemy and rescue a princess who has been turned to stone.

The *Zeliard* world also offers towns where characters can equip themselves and receive valuable information and advice between levels of their adventure. Easy to use magic and combat systems make *Zeliard* fun for novice and experienced players alike.

Watch This Space!

Well, that's the lineup for this Sierra game season, and we think it's our best and strongest yet. Sierra game designers are already in the planning stages on the 1991 crop, and although we can't disclose any titles, there will be some pleasant surprises in store, as well as a few old favorites making a return appearance. We'll be keeping you up-to-date on new developments as they unfold, right here in the pages of the Sierra NewsMagazine. One thing is sure — It won't be easy to top 1990!

Kids and COMPUTERS!

ADVENTURING INTO THE FUTURE WITH THE STUDENTS OF VAN BUREN SCHOOL

by Bridget McKenna and Marti McKenna

In May of 1990, Sierra staff writers Bridget McKenna and Marti McKenna visited Martin Van Buren School in Stockton, California, to witness the results of a revolutionary educational program involving 4th, 5th and 6th graders at this central California school. The writers would like to dedicate this article to the students of Van Buren and the limitless future they are building for themselves.

Stockton, California is a multinational, multilingual community, where 15 languages besides English are spoken on an everyday basis. The student population of Martin Van Buren School reflects this diversity. Many of the students are new to the United States, and in many cases English is not spoken in their homes.

The neighborhood served by Van Buren is considered an impoverished area, with more than 80% minority population, including a large number of Vietnamese and Cambodian families who came to the U.S. seeking refuge from terrifying political conditions in their homelands. It's a troubled neighborhood, currently experiencing severe drug problems and gang-related violence, but you couldn't tell it to watch a group of Van Buren kids working together in cooperative teams around their classroom computers. The students in Van Buren's Computer Learning Project have improved their attendance, their grades, and most important of all, they have improved their self-esteem. How did they accomplish these things? Through interactive computer adventure games!

The Computer Learning Project is the brainchild of Marci Rogers, who teaches a multi-lingual sixth grade class at Van Buren. A computer enthusiast and adventure game player for many years, Marci has always been a believer in the power of kids and computers.

When Marci Rogers first arrived at Van Buren School, there were very few computers in the classrooms. She and her husband David (a computer consultant who doubles as a substitute teacher at Van Buren) found an old computer packed away in storage. They brought it into Marci's classroom, along with their personal collection of computer games. The computer was used as a reward for completing assignments; the kids dubbed it 'Old Weird Harold'.

At the end of the year, when Marci looked back at what her class had learned, in terms of thinking and processing information, she found that the students who had been involved in interactive computer games showed significant improvement in their reasoning processes. When their CTBS scores (California Test of Basic Skills) came back, they were also dramatically improved. "*In fact*," Marci says, "*My class showed the most improvement of any class in school. Some of my kids went up 50 or 60 points in those test scores, because they had developed the type of logical reasoning that enabled them to solve problems.*"

They also quit giving up. One persistent difficulty had been a reluctance on students' parts to try to solve difficult problems; where there was a chance of failure, their choice was often simply to quit. The same kind of obstacle in a computer game, however, kept them coming back over and over again, trying to solve the problem. "*Those adventures make you THINK,*" says one young adventurer. "*And you have to keep thinking, too, because you don't necessarily get something right the first time you try. You can't give up.*" The students were learning that it was okay to try, and even okay to fail. They were learning to stick to a problem and try intelligent solutions until one of them worked.

Many of these same students had previously scored especially low in problem-solving skills — but through their efforts at solving adventure games, they had turned a weakness into a strength. "*This was kind of exciting, and King's Quest I was very popular,*" Marci remembers,

"My class showed the most improvement of any class in school. Some of my kids went up 50 or 60 points in test scores."

"But it was just us and Old Weird Harold. We didn't have enough computers to go around, and it was impossible to give each kid enough computer time to make any significant progress in a session."

In September of 1988, Marci was looking through a newsletter from the National Education Association and spotted a notice from the Apple Corporation con-

Grace Mallett and Marci Rogers are all smiles about what their students have accomplished through their involvement with computers and computer adventures.

cerning grants of computers for high-risk children. By any accepted standards for judging, Van Buren was an entire high-risk *school*. Marci decided to write up a proposal about what her class was doing with interactive adventures, and how their experiences could benefit other teachers and students.

Marci wrote her proposal over Christmas vacation, and took it around to some of her colleagues. Not surprisingly, she met with a lot of resistance to the idea of teaching learning skills through *games*. Many people were of the opinion that if

Van Buren was going to get computers, they should be used for something *practical*.

One person who disagreed with that view was Grace Mallett, who had only recently come to Van Buren. She was eager to see the kids do something progressive, and even though she had never even turned on a computer, she signed Marci's proposal, and agreed to take whatever training was necessary. Grace became Marci's assistant on the Computer Learning Project.

Other Van Buren teachers, Andrea Alvillar, Rose Guerrero, Celia Cardoza, and Cathy Brovelli were also enthusiastic about Marci's idea of teaching reasoning skills through computer games, though none of them, with the exception of Marci, had any computer experience whatsoever. Special Education Aide Steve Shotack was also interested, and suggested some additional hardware for Marci to specify in her grant proposal. These teachers, with Marci and Grace, formed a core group whose classes would receive computers if the grant was awarded. Van Buren principal Bob Eustis signed the proposal, and the grant was submitted to Apple by the School District in January of 1989. Apple received over 2700 applications for this grant, out of which they would choose 21 recipients.

In April of 1989, Marci received phone call from Andrea Gooden of Apple, saying that the project had been approved to receive a grant of 14 Apple IIe computers, plus printers — a total of about $150,000 worth of computer hardware. Sierra and several other software publishers provided software to get the project rolling. Two of Marci's sixth grade boys served as teachers for the core staff, helping them get familiar with computers in general and interactive adventures in particular.

With the hardware and software in place, Marci and Grace helped the students form clubs — CompuKates and ByteBoys. The eligibility requirement was having completed one entire computer adventure game. By the end of the 1990 school year, membership in the clubs stood at 150, with still more students working on becoming eligible for next year.

Each club has consultant teams who travel from class to class on their own free time to help other students get started, and they also maintain a computer database with carefully worded hints that en-

courage other players to figure out puzzle solutions on their own.

David Rogers also works with the computer classes. He specializes in helping students understand the basics of how the games work, and how the game program finds and uses the pieces of information it needs — why, for instance, you can't FILL the water glass until you HAVE the water glass. Having this knowledge has helped the students formulate more efficient ways of completing their adventures, as well as piquing their curiosity about the larger world of computers and computer programming.

California history is a required course of study for fourth graders in California schools. For this reason, **Gold Rush!** is especially popular with fourth grade students, who also enjoy reading the book (*California Gold*) that comes with the game. They have become adept at applying the lessons learned from Jerrod Wilson's fictional trip west to the real-life situations faced by early California pioneers. Other popular games are King's Quest I, II & III, Space Quest I & II, and Mixed-Up Mother Goose. When the Sierra writers came to visit, we were greeted with banners which the students had designed on computers for their favorite games, printed out, and colored by hand.

Van Buren Principal Bob Eustis is an ardent proponent of the Computer Learning Project. "*Our agenda*," he says, "*Is to see if we can use interactive games to improve problem-solving skills. If we can demonstrate that, it will be a platinum opportunity to make some real changes.*"

Not all of these changes are the kinds of things that show up on test scores. So-cial interaction skills are one area where computer adventures have helped the Van Buren students make some real progress. Because teamwork is the basis of the system, students learn to work together to accomplish common goals. A game team might consist of three students; one to guide the team with suggestions, one to key in actions at the computer, and one to record and map the team's progress. Each time this team sits down to play, the positions are rotated so that everyone gets equal time at each task. Other students who have earned free time are welcome to join in and make suggestions, too. During crucial parts of an adventure, there may be as many as nine young adventurers gathered around a computer, running the game like a well-trained crew.

It's difficult to believe, watching this, that some of these students used to have difficulty controlling their behavior; fighting was once the most common way to deal with problems. For the ByteBoys and CompuKates, this is no longer true.

"*I've seen some astonishing things,*" says Bob Eustis of this spirit of co-operation. "*I've seen large groups of kids working in close quarters, talking with each other, and helping each other solve problems. It's an example of the mutual trust that's so important in our lives.*"

Bob feels that some of the success of the program is due to the effectiveness of the game designs. "*I have a lot of admiration for the people who design these games. Sierra is a class act.*"

Having become friendly with computers, many of the students in the project have taken up writing, graphics and programming as additional interests. This year's edition of *Cat Tracks*, the sixth grade literary journal, features a number of text stories, graphic stories, poems, essays and even crossword puzzles composed on computers. Van Buren parents are reporting to the teachers that their children have never before shown this much interest in anything, and many parents are planning to buy computers for the kids to use at home.

"*You have to keep trying until you succeed,*" said one computer project student, "*Then you get to be a real hero, and that makes you feel super. It's a good lesson for life, too.*" We agree.

Marci Rogers is currently planning a book about the Computer Learning Project, and about the whole idea of learning through interactive games which she hopes to be able to sell to a computer book publisher. She sees no end in sight for the project. "*We don't want to let it go,*" she says. "*We're not going to run out of kids who need to learn better ways to think. We're giving them the tools they need to break free of the limitations of their environment.*"

The Van Buren School Computer Learning Project has recently received a generous grant of Amiga computers from the Commodore Corporation, which will help make the benefits of the project available to even more Van Buren students.

Marci Rogers and Grace Mallet are planning to bring the CompuKates and ByteBoys to Sierra during the 1991 school year to meet the people who design, draw and program their favorite adventure games.

COMPUTER LEARNING FOUNDATION

Computer Learning Foundation is involved in many educational and community projects for children and schools.

P.O. Box 60007, Palo Alto, CA 94306-0007, FAX (415) 327-3349, Bulletin Board System – CLF-BBS, (415) 856-6719.

You may receive the Official Publication of the Computer Learning Foundation which includes information on all the Foundation's programs and materials, and all contest rules, upon request from the Computer Learning Foundation. Each year the Computer Learning Foundation sponsors Computer Learning Month in October. Write to them, use their FAX number, or log on to their BBS. Computer Learning Foundation also offers three books in a Parent Pack (Item No. S8903. $4.00 + .50 postage) to help parents more effectively use computers and software. Included in the pack are the following books:

» *Everything You Need to Know (But Were Afraid to Ask Kids) About Computer Learning* is an easy-to-read book that explains basic computer terms and provides information on the value of computers, how they are used in learning and different types of software.

» *Preparing for a Career in the 21st Century* describes ways computers are used as tools in numerous careers, including business, education, art, journalism and more.

» *Family Activities Guide* contains dozens of activities for parents and children to use at home together to learn more about computers, to learn new ways of using computers and just to have fun. Teachers may also find the activities useful in the classroom.

Sierra On-Line is a principal sponsor of Computer Learning Foundation and Computer Learning Month.

Draw Mother Goose Contest

Computer Learning Foundation and Sierra On-Line are sponsoring a "Draw Mother Goose Contest" in conjunction with the release of the new version of Sierra's classic Roberta Williams' game *Mixed-Up Mother Goose.*

Children from pre-school to 8th grade are encouraged to draw Mother Goose and win the fabulous first prize of a special edition CD-ROM version of *Mixed-Up Mother Goose* with a CD-ROM disk drive and sound card! Ten runner-ups will each receive a new SCI version of *Mixed-Up Mother Goose.*

Contest Rules:

Submit a drawing with the child's name, address, phone number, and age to:

Mother Goose Contest
Sierra On-Line
Box 1103
Oakhurst, CA 93644

Postmark Deadline: January 15, 1991

No purchase necessary. Void where prohibited by law.

Roberta Williams will select the winning entry and the runner-ups. The prizes are for IBM or IBM compatible computers. Winners are chosen at the sole discretion of Sierra On-Line and all submissions become the property of Sierra On-Line, Inc.

Del Monte Foods offers substantial discounts on computer software and accessories in exchange for proofs-of-purchase

For parents

One project currently underway is a partnership between Del Monte Snack Cups™ and Computer Learning Foundation. This partnership has enabled the Foundation to establish a software review board to provide parents with a source of reliable information on products that are high quality for their families.

Del Monte is making these software products available at 50% discount with Del Monte Snack Cup proofs of purchase. You can receive a complete catalog of approved products by sending one UPC (proof of purchase) from any Del Monte Fruit Cup, Yogurt Cup, or Pudding Cup product along with $1.00 to cover postage and handling to:

Del Monte Snack Cup Catalog
P.O. Box 1677
Young America, MN 55394-1677

Among the forty products included in this partnership are two from Sierra:
Mixed-Up Mother Goose
and
King's Quest IV

For schools

CPL also has a pilot program for schools to receive free copies of school editions of software programs. Beginning in Fall 1990, Del Monte and the Computer Learning Foundation will begin testing a special program for schools in five states (California, Georgia, Ohio, South Carolina, and Wisconsin) and hope to expand this program nationwide during the 1991-1992 school year. If your school is in one of these states, register by writing to:

Del Monte Schoolware Program
P.O. Box 2108
Young America, MN 55399.

All primary schools (Grades K-8) that sign up for this free software program will automatically receive a teacher's kit to participate in the Computer Learning Foundation's Computer Competency Award Program for Children, being tested this year.

This kit includes a teacher's guide with teacher instructions, learning activities for children, and skills required to earn the computer competency award.

Amiga Summer: Six New Releases

This summer, Amiga owners were treated to a slew of Sierra games, starting with the long awaited *King's Quest IV - The Perils of Rosella*, by Sierra's bestselling game designer, Roberta Williams.
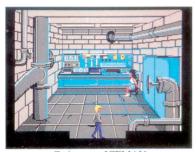

King's Quest IV

Featuring the brave and beautiful Princess Rosella, *King's Quest IV* takes you on a quest to the land of Tamir in search of the magical fruit that will heal the ailing King Graham.

Jim Walls fans really scored this season, with two terrific action/adventure games. First, Sonny Bonds hit the streets of Lytton again in *Police Quest 2*. Now a Detective in Homicide, Sonny's worst nightmare has just become reality; the Death Angel has escaped from prison. He's on a killing spree, and Sonny's next on his list. A former police officer, Jim Walls draws upon his own experiences to give his *Police Quest* games added excitement and realism. Next, Jim brings you *Codename: ICEMAN*, an action/adventure game featuring Secret Agent Johnny Westland. Terrorists have kidnapped a U.S. Ambassador, and it's up to Westland

Police Quest 2

to rescue him without triggering World War III. A sophisticated submarine

Codename: ICEMAN

simulator plays a major role in the operation, bringing a whole new dimension to this adventure.

With the addition of Christy Marx to Sierra's team of game designers, history and mythology enthusiasts are in for a real
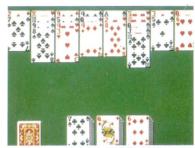

Conquests of Camelot

treat. In *Conquests of Camelot: Search for the Grail*, Marx transports you to a fascinating era out of myth and legend as you journey with King Arthur on quest that will require more from him than any man has ever been asked to give. Aided by the powerful sorcerer Merlin, you'll travel across historical Europe to find the only object with the power to save the kingdom of Camelot — the Holy Grail.

Warren Schwader's *Hoyle's Book of Games - Volume 1* was a tremendous success, selling over 250,000 copies worldwide. Now Warren bring's you *Hoyle's Book of Games - Volume 2: Solitaire*, a collection of 28 old and new solitaire games, from familiar favorites like *Klondike* and *Pyramid*, to games Warren created just for *Hoyles*, such as his

Slide and *Bowling* games. Each game features Easy and Hard variations, so experts and novices alike can enjoy their favorites, and even learn a few new games.

Hoyle's Book of Games
Volume 2: Solitaire

For a game as real as today's headlines, check out *A-10 TANK KILLER* from *Dynamix*. The **A-10 Thunderbolt II** (aka Warthog) is known as "the most devastating and indestructible ground support plane ever built". It can outmaneuver a MIG, and its 30mm cannon is the worst enemy a tank ever had. An incredibly realistic flight simulator, *A-10 TANK*

A-10 Tank Killer

KILLER puts you in control of this massive machine, where you'll flysevenmissions as Captain Buck Ryan of the 23rd Tactical Fighter Wing, better known as *Flying Tigers*. You'll experience complex interaction with your environment, including constant feedback from your co-pilot, and frequent radio traffic including messages from your wingmen and distress calls from ground troops in trouble. For more on the A-10 and its role in today's news, see **Fairchild A-10 Thunderbolt II** on page 36.

Sierra Proudly Presents:

Highly Impractical Applications For Laptop Computers

Since 1988, laptop computers have been a significant tool for the modern businessman. Laptop owners have spent countless hours on airplanes, on trains, and in waiting rooms, pumping out memos, reports and presentations; these are a few of the *practical* reasons people buy laptop computers. Now there's another reason: Sierra Laptop Games.

On a recent flight to Japan, Ken and John Williams noticed a man near them plugging away at some business application or another on his 386 laptop. An hour or so into the flight, he stowed the computer under the seat, whipped out a Nintendo Gameboy, and spent the remainder of the trip playing games. They thought it was a shame that this guy had a powerful little computer right there in his lap, but when it came time to have some fun, he dumped it for a glorified calculator.

That day, Ken and John recognized an opportunity; apparently there was a need that wasn't being met — the need for

quality games for laptop computers. Sierra's new MS-DOS Laptop Games have been tailored to fit the needs of laptop computers. These streamlined versions

Hoyle's Book of Games - Volume 1

contain the basic elements that make the game worth playing, without the extra drivers and enhanced graphics laptop owners don't need. Best of all, Sierra Laptop Games will retail from $14.95 to $19.95.

Hoyle's Official Book of Games, Volumes 1 & 2 are available now in most

software specialty stores, and for the convenience of gamers on the go, these and all future Laptop Games will be stocked in train stations, airport and hotel gift shops. Sierra is currently negotiating with other manufacturers in the industry to develop specialized laptop versions of their games.

Hoyle's Book of Games Volume 2: Solitaire

So, when you've had enough facts, figures, graphs and charts, take a break and pop in a Sierra laptop game.

A-10 Tank Killer Add-on Module Now Available for MS-DOS & Amiga

Seven New Missions for A-10 Owners

Flight simulation enthusiasts have never had it so good. Dynamix's 1989 release, *A-10 Tank Killer* put you at the controls of the toughest ground support plane ever built. The realistic game environment included an actual digitized A-10 cockpit, interaction with your co-pilot and commanding officer, radio traffic, and complex enemy intelligence. The game was very well received by simulation fans who told us it was "...one of the best games on the market, and probably the best modern warplane simulation. Keep additional modules coming!!"

Now Dynamix brings you an add-on module featuring seven completely new missions, each more complex, more detailed, and even more challenging than the originals. Those of you who thought you had the A-10 all figured out may be in for a big surprise. According to Dynamix spokesman Jerry Luttrell, "The new missions are far more difficult than the

originals. In fact, these seven new scenarios took about twice as long to program as the original missions."

The add-on uses the same simulation environment, Dynamix's *VCR Interface™*, and all of the realistic elements of *A-10 Tank Killer*, in a series of new assignments from Commander Cord, your C.O. Once again you'll fly with Jake Stiles, your sarcastic but helpful co-pilot. Together, you'll carry out objectives ranging from a hit on an enemy airstrip to a rescuing another A-10 in distress.

One of the most exciting features of the original A-10 is the constant character interaction during each mission; Jake provides regular damage reports and offers advice in the form of wise-cracking comments, ground troops and other pilots radio for help, and your commanding officer keeps you informed of your progress. "People really enjoy the use of character interaction in a simulation," says Luttrell, "It heightens the emotional experience of

A-10 Tank Killer

game play, making the action more intense and realistic. This interaction is one of the elements that has been greatly improved in the new set of missions — they're much more detailed and emotionally involving than the original missions."

If you enjoyed the "Down and Dirty Action" of *A-10 Tank Killer*, you'll love the seven best-yet missions awaiting you in the A-10 add-on modules, now available directly from Sierra. If you missed out on A-10 the first time, it's not too late; call the Sierra Sales Department at (800) 326-6654 and order yours today. For more on this amazing aircraft, see **The Fairchild *A-10 Thunderbolt II*** on page 36.

Great News for Sound Blaster Owners!

Get the Most Out of Your Music Card

So, you're the proud owner of a Sound card. Now your Sierra games (and games from Dynamix and Game Arts) sound great, and you're a happier person all the way around.

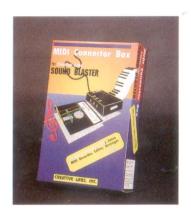Well, if you like music, the fun is just beginning.

With a little help from these great new software products, you can create your own musical compositions with your soundcard. Whether you are an accomplished musician already, or even if you've never played a note in your life, these software products can help you find out how much fun desktop composing can be.

Sound Blaster MIDI Connector Box Bundle

$129.95

This is the package Soundblaster owners have been waiting for. The MIDI Connector Box (contains 1 in and 5 output ports), plugs into your Sound Blaster joystick port*, and provides MIDI in/out capability. The bundle includes Voyetra's Sequencer Plus Jr. software, a powerful MIDI recording, editing and arranging program which allows even inexperienced musicians to compose professional-quality music.

The MIDI Connector box is equipped with a pass-thru port, so your joystick remains operational while the box is connected.

Master Tracks Pro for the MT-32 and LAPC-I

$349.95

A professional sequencing program for the experienced composer, Master Tracks Pro from Passport gives you all the power and control you need in an easy to use working environment. This award-winning software package has become the new standard in the music industry.

Sequencer Plus Gold for the MT-32

$ 299.95

This powerful package integrates sequencing software with total MIDI network control. In addition to the **Sequencer** program, you'll get **Network Organizer**, **Universal Librarian** and **MIDI Data Analyzer** for complete MIDI control that eliminates the need for multiple programs during MIDI production.

Sequencer Plus™ Jr. from Voyetra

$69.95

Sp Jr. sequencing software works with your Sound Blaster card to give you complete control over sound and melody. Even if you can't play or read a note of music, now you can create your own musical compositions on your computer using your PC keyboard and mouse.

Come Home and
Meet the Family Contest Winner

David Mendenhall

He will be coming from Michigan
with his family to visit Sierra.

Sierra's softball team beats software competitor 11 - 8.

Now taking challenges for the Summer 1991 Season from any software company softball team. Call Bob or Nick.

Sierra's team flushed with victory

CLASSICS

Reillustrated

How I Learned To Stop Worrying And Love SCI–KING'S QUEST I

by Josh Mandel
Producer

"You can't keep the new games coming fast enough to suit me!" That's one of the most common bits of constructive criticism we get at Sierra On-Line, and we take it as a sign that we're doing something right. Given the fact that we have a limited amount of time and manpower (and womanpower), more than a few eyebrows shot up when we announced plans to devote some energy to revamping our older games. After all, many of our fans would like to see us put every ounce of our efforts into totally new games, rather than reworking past ones.

And there are those who look at it from another direction: they feel that these earlier games — *King's Quest I-III, Leisure Suit Larry I, Police Quest I, Space Quest I, Mixed-Up Mother Goose* and *Gold Rush* — are classics just the way they are. *King's Quest I* in particular has achieved the gameware equivalent of "historic landmark" status; it was the very first 3-D Animated Adventure Game, and holds a special place in the annals of the embryonic world of computer gaming.

So when I was given the task of producing the SCI version of *King's Quest I*, some very real concerns came to mind. Will purists think we're fiddling with the classics? Will fans resent us for spending time on such a project? Can we make the game not just different...but better?? After discussion with Roberta Wil-

Will purists think we're fiddling with the classics?

liams and some of the talented members of the AGI/SCI conversion team, I've come away positive that we can satisfy both the devotees who don't want to see classics retouched and those who want to see our time put to best use.

Our abilities as storytellers are constrained by technical limitations. A combination of pictures, sounds and text create our worlds, and the more vivid our pictures are, the truer and more realistic our sounds are, and the more descriptive and captivat-

ing our text, the greater our ability to pull you into the storybook world, to suspend your disbelief and involve you in the events of the story. Music plays a most important role as well; it provides atmosphere and can reflect emotions that are better insinuated with sound than baldly described. Hearing the tense, agitated music from Psycho is infinitely more effective than seeing a text box reading, "You are now terrified."

What our new technology (SCI, our third-generation in-house programming language) allows us to do is to go back and retell the stories we've told before, but to retell them more vividly. In the first

SCI allows us to retell the stories we've told before more vividly.

24 Hour Sierra Hint Lines
Outside California 1-900-370-KLUE / Inside 1-900-370-5113

version of KQI, simply creating the 3-D pictures and animation and synchronizing them with the text was an astounding enough feat. We created a game that was amazing for its time; what we didn't necessarily do well was to tell a story with style, emotion and depth. Our tools have improved to the point where we can go back and flesh out the entire experience.

of the game a hundredfold. We've done the same to Roberta William's *Mixed-Up Mother Goose*, with the same intent. Our eventual aim is to put all our early games through the same process, keeping them looking and sounding as good as technically possible. Fortunately, because the design and layout of each game is already established, these conversions require

Hearing the tense, agitated music from Psycho is infinitely more effective than seeing a text box reading "You are now terrified."

But for the purists, the original game is still available in a 256K version...at least, for the time being. And make no mistake, the new version does not change the storyline one whit, nor have extra puzzles been shoehorned in simply for puzzle's sake. All the elements that made KQI the charming and popular tale it was are intact; we've merely polished up the look and feel

much less time and energy than brand new games. We feel we can keep our older games looking and sounding state-of-the-art without sacrificing any of the resources we use to create brand new titles.

Are our efforts succeeding? It's up to you to tell us.

24 Hour Sierra Hint Lines
Outside California 1-900-370-KLUE / Inside 1-900-370-5113

Return To A World of Loyalty and Honor

Nobunaga's Ambition II™

Nobunaga II is now available for IBM PC, and Compatibles!

Opening Screen

Making an Alliance

Battlefield

Misplaced loyalties in the feudal era of Japan often proved fatal. The mighty Japanese hero Oda Nobunaga sought an end to generations of bloody conflict between the warring states of his country. Tragically, his dream of unifying Japan ended when he was betrayed and murdered by his own general. It's your turn now to become a 16th century warlord and fulfill Nobunaga's ambition!

Command over 400 distinct Samurai characters - each with separate personalities and goals. A Samurai will pledge his sword and honor to your cause, but can he be trusted?

Enhanced battle scenarios include Siege warfare, where you must storm the castle gates, swim the moat or scale the castle walls. In Field warfare, the tactics are Charge, Ambush and Surprise. You can even catch the enemy off guard by a night attack!

If your character falls in battle, the war continues with your chosen successor. With strikingly detailed graphics, this simulation of Japan's Civil War Era is more realistic than ever before!

- Two scenarios, five levels of difficulty.
- Up to 4 Daimyos (warlords) allow for simultaneous play.
- A full map plus 3 regional maps.
- Interact with over 400 Samurai characters.
- New HEX battle features of Night and Siege warfare.
- Not copy protected.

Bandit Kings of Ancient China - The evil minister Gao Qiu has usurped the command from the throne. The righteous followers of the emperor have been exiled as outlaws. Join these heroic rebels in your mission to overthrow a wicked empire, and restore the might to the throne. *Available for NES, PC and Amiga.*

Romance of the Three Kingdoms - As a Warlord of the 2nd century China, you must restore a shattered Empire. Gather the bravest warriors of the land to build up your armies. Use strength and strategy to destroy your enemies and claim the power to govern all of China. *Available for NES, PC and Amiga.*

Genghis Khan - Become the greatest warrior the world has known. Through battles and allegiances, forge the mighty Mongol Horde. With armies at your command, the empires of the world are tempting targets. Fight bravely to achieve the ultimate goal of world conquest. *Available for NES, PC and Amiga.*

KOEI's "HOW WELL DO YOU KNOW OUR HISTORY?" Sweepstakes

Questions:

1) Genghis Khan's greatest claim to fame was?
(a) a quick temper (b) the hit single "I feel for you!" (c) a bad smell (d) carving out an empire stretching from China to Europe in the 12th century

2) What famous gang defeated the evil minister Gao Qiu and restored peace to the Song Empire?
(a) Hole in the Wall Gang (b) Bandit Kings of Ancient China (c) Gang of Four

3) What was the epic describing the power struggle at the end of China's second Han Dynasty called?
(a) Romance of the Three Kingdoms (b) I Ching (c) Godzilla

4) Who terrorized and almost succeeded in unifying Japan in the 16th Century?
(a) Cowabunga (b) Nobunaga Oda (c) Godzilla

5) What type of game does KOEI make?
(a) simulation (b) historical (c) educational (d) entertaining (e) all of the above (f) none of the above

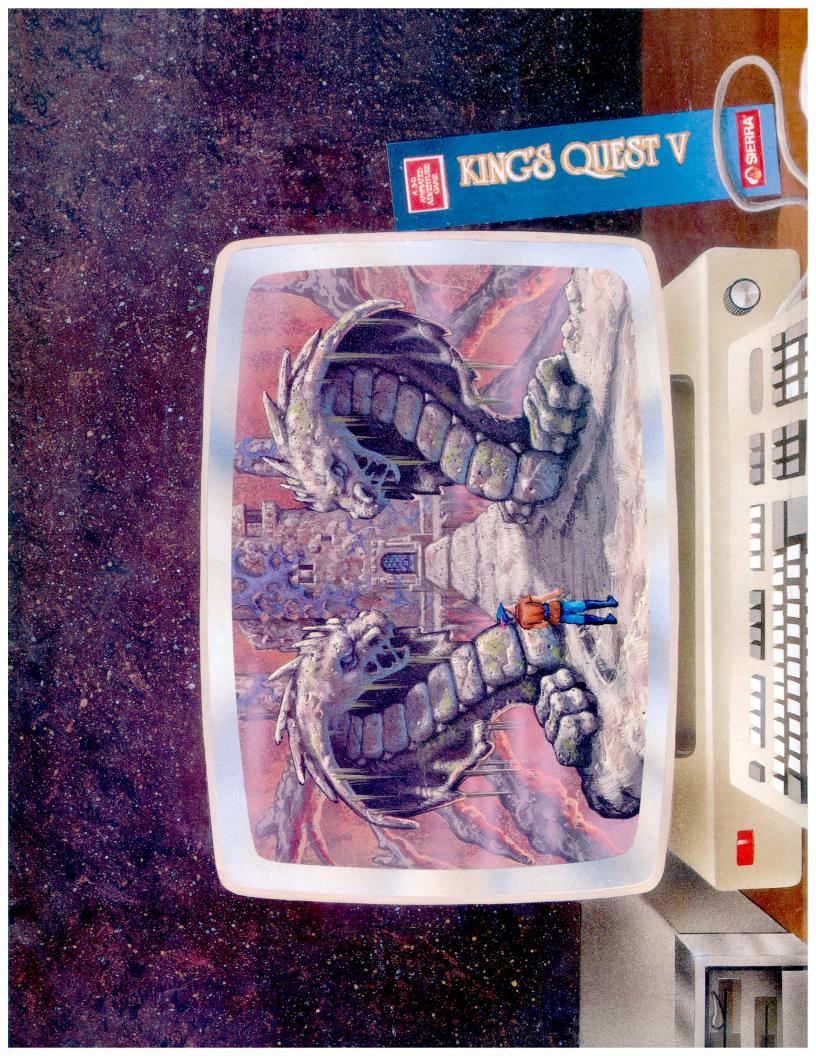6) "KOEI, We _____ the past, you make the _____ !"
(Fill in the blanks)

Official Rules- NO PURCHASE NECESSARY

How To Enter: On a 3x5 piece of paper, print your name, address, zip , age and the answers to the six questions listed above. Answers to the questions may be found within the ads, on actual game boxes or from someone who is familiar with the game. All entries must be postmarked no later than February 15, 1991. Send entries to: KOEI CORPORATION, 1350 Bayshore Highway, Suite 540 Burlingame, CA 94010

Every month (November 1990-February 1991) 40 winners will be randomly drawn from all entries having the correct answers. These winners will receive a KOEI Game Player's T-shirt (approx. retail value $12). After all entries are received (postmarked no later than February 15) 50 more prizes will be awarded to winners randomly drawn from all entries having the correct answers. These winners will receive a KOEI Game, choice of title (approx. retail value $65). One grand prize winner will be chosen and awarded Sony's HandiCam (approx. retail value $1,000). Odds of winning depend on number of vaild entries received. Judges decision is final. Not responsible for lost, late or misdirected, incomplete or illegible entries. Winners will be notified by mail. Total approximate retail value of all prizes $5,000. Sweepstakes open to U.S. residents except employees and families of KOEI Corporation, Ltd. All prizes will be awarded. Limit one prize per household/family. No substitutions or cash equivalents. Taxes, if any, are the responsibility of winners. Sweepstakes void where prohibited, taxed or restricted. Winners agree to the use of their names and likenesses for publicity and advertising purposes without additional compensation or permission. (For winners list, send a SASE to same address. Available after March 1, 1991.)

KOEI Games are available in retail outlets nationwide! Your local retailer is the quickest and most convenient way to find the KOEI products you want. If you can't find the KOEI product you are looking for, call us at (415) 348-0500 (9am to 5pm PST) to charge on Visa/MC. Continental U.S. shipping only.

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KOEI

We Supply The Past, You Make The History

KOEI CORPORATION One Bay Plaza, Suite 540 1350 Bayshore Hwy. Burlingame, CA 94010 (415) 348-0500

Cartoon/Drawing Contest

Winners in this issue:

Chad Baker, this page

Alexander Buiman, p. 38

Alan Fan, p. 49

Peter Gramazio, this page

Islahudin, p. 38

Arun Menon, p. 38

Tim Ovellette, this page

Shaun Owen, p. 45

Ghias Rehman, p. 38

Brian Woods, p. 47

Sierra's Cartoon and Drawing Contest is an ongoing event, so send in your submissions now! Winning entries will be published in the Sierra News Magazine, and winners will receive a Sierra software product of their choice. This has proven to be such a popular feature that we have been inundated with cartoons and drawings. Our space for winning entries is limited. Winners are chosen at the sole discretion of Sierra On-Line.

Cartoons or drawings must be original ideas, in black ink (not in pencil or in color) on white unlined paper (please do not fold). Bear in mind that large entries will have to be reduced for space considerations. Each entry should relate to one or more of Sierra's products. All submissions become the property of Sierra On-Line, Inc.
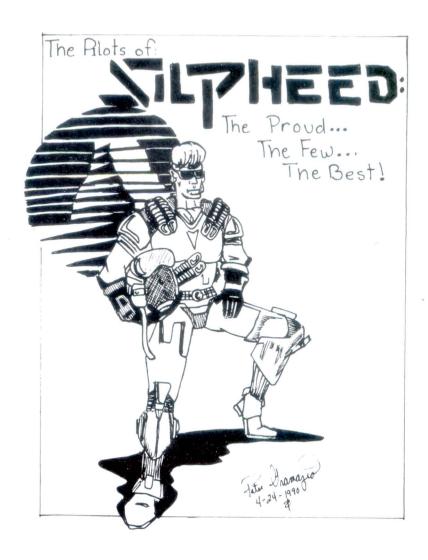
Submitted by Tim Ovellette, Connecticut, age 16

Drawing by Peter Gramazio, Maine, age 17

Rosella, frustrated by repeated attempts to enter the trolls' cave, resorts to more, uh, unorthodox methods.

Due to the large volume of entries we are not able to acknowledge each individual entry.

In the event you are a winner we will contact you to find out which piece of software you would like for a prize, so please include your phone number. If you are one of our younger entrants, please include your age also.

Submit cartoon/drawing entries to Sierra On-Line, Box 1103, Oakhurst, CA 93644, Attention: Cartoon Contest.

IMPORTANT NOTE: Please do NOT send any other correspondence in the same envelope. Address all other correspondence to Sierra On-Line, Box 485, Coarsegold, CA 93614.

Submitted by Chad Baker, Indiana, age 15

Contest

Cheryl Magrum, a Sierra game buff from California, submitted the crossword puzzle which is the contest for this issue. For her entry she wins a free software product of her choice.

Rules:

Send this page, or a facsimile, to:

Crossword Contest, Sierra On-Line
Box 1103, Oakhurst, CA 93644

Include your name and *telephone number* (winners will be notified by telephone and will select a free game).

Deadline: January 15, 1991

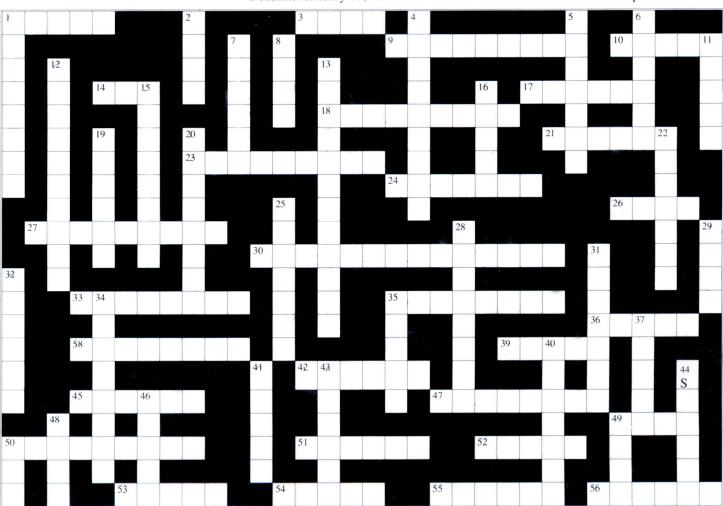Winners are selected in a random drawing from the pool of entries. The first ten correct entries drawn are winners and each winner will receive a free software product. Winners are chosen at the sole discretion of Sierra On-Line. Void where prohibited by law.

NOTE: Please do NOT send correspondence in the same envelope.

ACROSS = 29 CLUES

1	Land of Rosella's Adventure
3	It Lives In Rock Covered Holes
9	Place of The Colonel's Plantation
10	Book'em Sonny
14	College Student and Amateur Detective
17	Entertainment Software Specialist
18	Role Playing Japanese Import Game
21	It Could Be Called Sleeping Ugly
23	Two Guys From
24	A Fairy Princess
26	Good Fortune And Always A Lady
27	Boss Is Keeping An Eye On Him
30	Police Need To Read This Manual
33	City With Lost Treasures
35	Evil Wizard
36	Archer of Love
38	Dogfighter of Future
39	Sanitation Engineer Extraordinare
42	Larry's Last Name
45	Place For A Close Encounter
47	Programmers Held Hostage Here
49	A Clue
50	Celtic Goddess
51	Wrote La Morte D'arthur
52	A Legendary Cup
53	Black Cauldron's Hero
54	A Noble Search or Journey
55	City With A Problem
56	Creatures From Another Planet

DOWN = 31 CLUES

1	Wealth Without Measure
2	Sandwich or Person of Great Feats
4	Nerds Wear This
5	King Arthur's Home Court
6	The Most Deadly Force In Universe
7	King For A Game
8	A Geek
11	Noise
12	One Way To Go For The Gold
13	Forerunner of Colonel's Bequest
15	Secret Agent Man
16	Death Angel
19	Man In Shining Armor
20	Knight Of Camelot
22	A Blood Sucker
25	Creative Imagination
28	Queen For A Game
29	Larry's Creator
31	Rosella's Unique Steed
32	King And Also A Cracker
34	Designed In Lifelike Illustration
35	A Modulator / Demodulator
37	A Larry Lover & Passionate Lady
40	Laura's Friend In Need
41	A Mother
43	Action-type Game Requiring Skill
44	FREE
46	Frozen Water Male
48	A French Mister
49	Compiled Rules of Card Games
50	Amusing Contest

The Fairchild A-10 THUNDERBOLT II

Known to its friends as "the Warthog"

by Bridget McKenna

"This aircraft is, without a doubt, the only true friend that the U.S. Infantryman has in combat today."

A United States Airborne Ranger

Picture this: A company of infantry, moving toward their objective over relatively open terrain, has been cut off by a hostile tank division, which has opened fire on them. Attempting to escape, they find themselves flanked by more tanks. The situation looks bleak, to say the least.

Just then they hear the approaching roar of powerful jet engines. An ungainly, heavily-armored aircraft swoops low, and a seven-barrel front-mounted cannon fires oversize rounds with a low, roaring sound. The massive tanks begin to come apart like cheap toys.

If you're a U.S. Infantryman on the ground, this has to be one of the sweetest sights imaginable, but as one soldier put it: "I wouldn't want to be inside a tank in the same *county* with an *A-10* in the air."

The aircraft he was referring to is the Fairchild Republic *A-10 Thunderbolt II*, and it is without a doubt the most effective aerial tank killer ever designed. Armed with a GAU-8 'Avenger' 30mm cannon that fires 2.5 pound shells at up to 4,200 per minute in a nearly-flat trajectory that is deadly accurate at ranges close to a mile, this homely airplane is no friend to hostile

Photos courtesy of Fairchild Republic.

armored ground vehicles. A former Airborne Ranger who has seen the *A-10* in action says: "The accuracy and firepower...can only be characterized as awesome."

At present, A-10 'Warthogs', so called by their pilots and ground crews because of their ungraceful appearance, are in a state of combat readiness in the middle east. The Iraqi army has a 10-to-1 advantage over Saudi Arabia in numbers of tanks available, and tanks are an army's first line of offense on the ground, which is where an invading army must gain territory. Luckily for our side, there are *A-10* Thunderbolts ready to take to the air. Needless to say, we hope the presence of combat forces will serve as a deterrent to any direct conflict, but if they *are* called upon to fight, what can we expect from these formidable planes?

The *A-10* would be one of the most impressive (not to mention intimidating) assets our allies could hope to have. Against armored ground vehicles, it fires special tank killing rounds, consisting of steel jackets over pencil-thin payloads of super-dense depleted uranium. The softer jacket peels off on impact with the tank, and the uranium 'pencil' punches through inches of heavy armor, inflicting a remarkable amount of damage. In addition it can carry up to 16,000 lbs. of mixed ordnance such as Maverick and Sidewinder missiles, laser guided bombs, cluster bombs and penetration bombs. It has a range of 4,026 km under strong headwinds, and can perform as many as *17* 200km round trip missions in 11 hours.

Because of its superior controllability at low ground speeds, the *A-10*'s pilot is able to make low-speed attack runs at 50-250 feet above ground level, depending far more on old-fashioned 'seat-of-the-pants' flying than any other modern combat pilot. At first glance, he might seem like a sitting duck for anti-aircraft fire, but appearances can be deceiving. The odd-looking twin tails, in addition to assisting directional control at the low speeds necessary for effective attack runs, also serve to mask the heat signature of the high-mounted twin engines. Laterally-fired missiles usually end up chasing thin air as the Warthog speeds away; as for enemy fighters, it can outmaneuver the best of them below 500 feet.

If an *A-10* does take damage, it's certainly equipped for it: the pilot is protected by an armored titanium enclosure called the 'bathtub', capable of fending off direct hits from artillery shells. The engines are mounted far from the fuselage and fuel tanks, and from one another, so that if one is hit, the other can keep operating. High stress tolerance and a great deal of built-in redundancy make it extremely difficult to knock a Warthog out of the air. It's estimated that one of these planes could get home with one engine, one and one-third wings, and half a tail. The *A-10* also lends itself to on-the-fly ground maintenance, with most parts totally interchangeable between models.

> *"It's estimated that an A-10 Thunderbolt II could get home with one engine, one and one-third wings, and half a tail."*

Working in coordination with attack helicopters and fighter planes, the *A-10* Warthog has proven itself to be the most outstanding Sustained Close Air Support craft ever to take to the air. No-one will ever call this aircraft pretty, but to ground troops threatened by enemy armor, it's nothing short of *beautiful.*

'A-10 Tank Killer', an A-10 simulator with 12 separate missions from Dynamix, Inc., is available from your software dealer or direct from Sierra for MS-DOS and Amiga based computers. An add-on module with seven additional missions is also available (see 'A-10 Tank Killer Add-on Module' on page 25).

Alexander Buiman,
The Netherlands, 12 years old

Ghias Rehman, Saudi Arabia, 15 years old

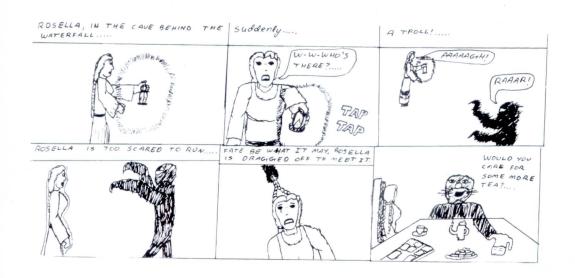**CARTOONS FROM THE INTERNATIONAL COMMUNITY**

Islahudin, Indonesia, 14 years old

Arun Menon,
Bahrain (Arabian Gulf),
12 years old

24 Hour Sierra Hint Lines
Outside California 1-900-370-KLUE / Inside 1-900-370-5113

Sierra News Magazine

Sierra Opens European Office

In 1988, Sierra announced the opening of offices in Tokyo, Japan. Now Sierra's international expansion continues with the opening of yet another subsidiary in England on October 1, 1990. Sierra's Director of International Business Srini Vasan engineered the expansion project, and says of the decision, "Europe is becoming a considerable marketplace — competing software companies have been there for years. It's past time for us to show European consumers what a premium software company can do for them."

Europe is indeed a growing marketplace. In addition to the Atari and Amiga computers already popular on that continent, MS-DOS compatible computers are now making a considerable showing. Sierra marketing analysts project that by 1991, the European market will account for more than 20% of Sierra's total revenue.

Several software companies have recognized a land of opportunity in Europe, and have established sales offices there. Few, however, offer the services Sierra's England offices will provide. Sierra Europe will be staffed with a fully operational Customer Support Department which will offer technical support, hint services and fulfillment of replacement disks for Sierra games. In addition to its Customer Service functions, Sierra Europe will become a source of sound cards for our European customers, and a direct source of Sierra products.

The Sierra Europe team will also be instrumental in upcoming German and French conversions. Plans are currently underway to begin conversions on several Sierra favorites, including *Space Quest III*, *Leisure Suit Larry 3*, and upcoming CD titles such as *King's Quest V*, *Space Quest IV*, and *Mixed-Up Mother Goose*.
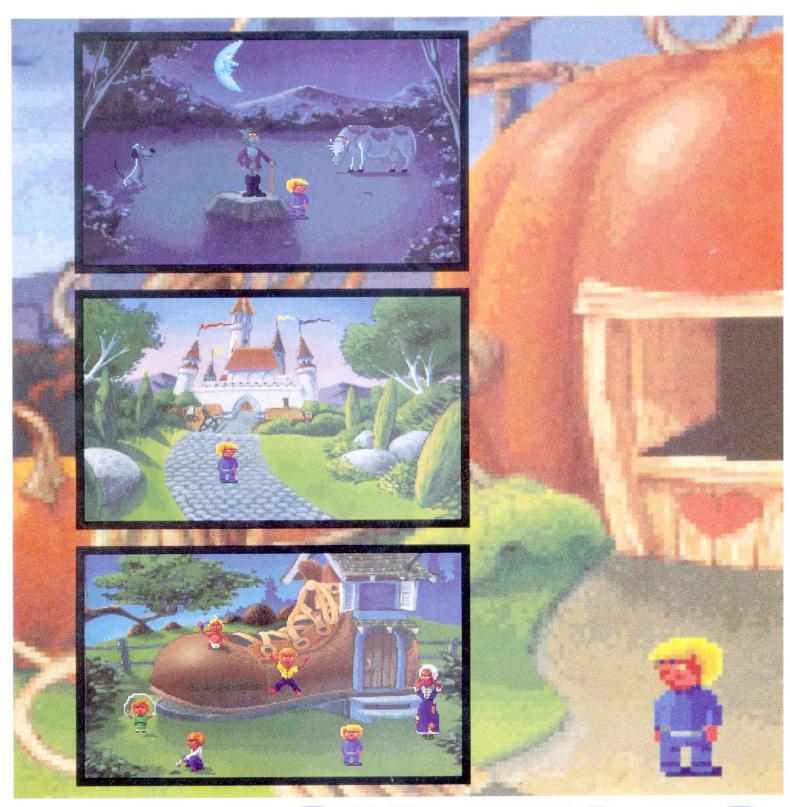
Prior to the opening of this new subsidiary, Activision U.K. (a division of Mediagenic, Inc.) did a terrific job handling Sierra's European distribution. With the establishment of Sierra Europe, Sierra On-Line hopes to meet the growing needs of our European customers, establish the Sierra brand name, and make life a whole lot easier for those of you living on that side of the big water.

A letter from the Director of International Business, Srini Vasan
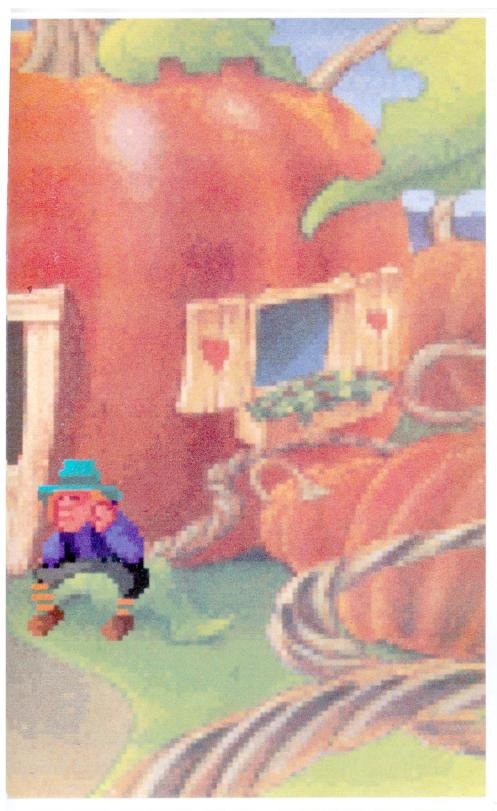
It gives me great pleasure to welcome you to the growing Sierra family. Sierra On-Line prides itself in being the leader in the entertainment software industry. We try to push the hardware to its limit and bring out the best from it. Being at the cutting edge of technology allows us to give you good value (graphics, sound or . the story) for your money. With the opening of the European office, I hope to bring you more products translated into your native language.

So long until next time.

24 Hour Sierra BBS – (209) 683-4463

Fall 1990   Customer Service (209) 683-8989   Orders 1-800-326-6654   *Page 39*

CD-ROM: IT'S NO

24 Hour Sierra Hint Lines
Outside California 1-900-370-KLUE / Inside 1-900-370-5113

SIERRA ON-LINE AND MOTHER GOOSE BREAK NEW TECHNOLOGICAL GROUND

KEITH FERRELL

Over the next few years, Sierra On-Line hopes to transform a disk problem into a disc opportunity.

The problem is that the company's animated adventures are growing larger. They already eat up a *lot* of disk space. The company's 1989 releases averaged more than nine disks per package! And the programs themselves are compressed on those disks. It goes without saying that Sierra strongly recommends that users have a hard drive.

Even hard drives have their limitations, though.

For one thing, they're a destination, rather than a distribution, medium. Publishers still have to produce all those floppy disks; the more ambitious the game, the greater the number of disks required to get the program in the hands of consumers. The greater the number of disks, the more expensive the product becomes. (There are unexpected considerations: With some of its current games, Sierra is reaching the maximum number of disks that can be placed in its standard packaging.)

Then, too, there's the problem of hard disk space.

The solution? Larger storage and distribution media. Ideally, storage and distribution should be combined.

And today that means CD-ROM.

Room for One More

CD-ROM (Compact Disc–Read Only Memory) has for some time been touted as the ideal electronic publishing medium for large amounts of information. A CD can store about 650 megabytes of data, which translates into tens of millions of words, hundreds of pictures, or about an hour of sound.

Already well established among

FAIRY TALE

CD-ROM: IT'S NO FAIRY TALE

business and institutional users, CD-ROM has fared less well on the entertainment side of the industry. While some entertainment products have appeared, notably Mediagenic's *the Manhole* and *Cosmic Osmo,* many industry observers believe a substantial CD-ROM entertainment industry must await the arrival of dedicated CD-ROM entertainment machines.

Nonetheless, Sierra, foreseeing substantial growth in CD-ROM drives in the home, decided in early 1989 to proceed with the development of its first PC CD-ROM product, an adaptation of Roberta Williams' *Mixed-Up Mother Goose.*

Why Mother Goose?

Mixed-Up Mother Goose, already successful on traditional floppy disks, became the CD-ROM test case because it's a relatively small game. The game's universe, a fairy-tale land with a castle at its center, is less expansive than a King's Quest or Space Quest adventure.

Accustomed to adapting games from one family of machines to another—IBM to Amiga, for example—Sierra's production teams anticipated few problems in preparing the CD-ROM version of *Mixed-Up Mother Goose.* But they learned quickly that this would not be just another conversion.

Some production aspects were simpler on CD-ROM. One of the chief advantages of CD-ROM is its ability to store digitized sound. The conversations and cues in the new version of *Mother Goose* will be spoken rather than appearing in text boxes on the screen. This is a parserless game.

The CD-ROM version of *Mixed-Up Mother Goose* will support 256-color VGA only. (Most entertainment software supports 16-color VGA/EGA graphics, as well as 4-color CGA.) While further restricting the market for the game, the decision also freed the production team to concentrate on enhancing the richness of the game's art.

Sierra's internal computer network was set up to simulate CD-ROM, and the team assigned to create *Mixed-Up Mother Goose* set to work.

In the Beginning Was the Word

At first, the CD's spaciousness delighted Sierra's game designers. When you have more than 600 megabytes to play with, the world seems boundless. When you start digitizing voices, the boundaries close in quickly.

"We've always been restricted by the barrier of storage," says Scott Murphy, one of *Mixed-Up Mother Goose's* designers. "How much can you get on a disk? How many disks can you get in a box?" With CD-ROM, it's different. "There's so much potential here, so much you can do. When the music and sound started coming together, we really began to get excited."

The music and sound will occupy the bulk of the CD's storage space. Even high-resolution VGA art will take only a minor portion of the disc's capacity. The game's code, thanks to newly developed compression techniques and routines, will actually occupy less storage space on CD
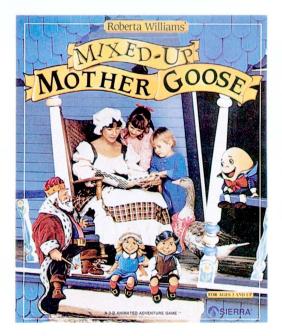
than it did on magnetic disks. The storage demands of sound, however, are huge.

"We thought we had unlimited space," says Mark Crowe, a software/art designer. "We learned quickly how many limitations there are in 640 megabytes."

A script was written for the new version of the game, and Crowe jokes that, had it been produced, the game would have sprawled over three compact discs.

Gradually, the group came to understand the constraints on the amount of speech the game could contain. The script was honed and refined. A musical score was composed; actors were hired to perform the spoken roles. Techniques were developed to take better advantage of the possibilities that CD-ROM offers.

Not all of those advantages will be realized with this first release. Among the other things Sierra's developers are looking at are routines that will shape each character's mouth to fit the syllables being spoken, making the dialogue appear as realistic as it sounds.

Sierra On-Line's first CD-ROM, *Mixed-Up Mother Goose,* will have over 600 megabytes of 256-color VGA graphics, music, and digitized voices.

Here's an exclusive sneak preview of Sierra On-Line's upcoming adventure game, *King's Quest V.*

CD-ROM: IT'S NO FAIRY TALE

Some Like It Hot

Although graphics occupy only a small portion of the CD's physical storage space, the art preoccupied quite a few people at Sierra for some time. VGA's 256-color palette meant Sierra could deliver a far richer visual experience than is common in most computer games.

To enhance the art even further, the game's developers made one of their boldest decisions: The art for *Mixed-Up Mother Goose* wouldn't be generated on the computer at all. Rather, the major scenes and settings would be created with airbrushes, and the airbrushed art would then be scanned and digitized. Airbrushing afforded many opportunities, but it also provided its own share of problems and decisions.

"We had to establish a palette that was 'hot' enough to translate [through the scanner]," says Cheryl Sweeney, who did most of the airbrush work for the project. Although she had little computer experience when she began working on the game, Sweeney quickly learned how to accommodate digital demands.

"The colors that we're using lose some of their 'heat' once they're digitized," she says. Taking that into account, she created paintings that are a little brighter and a bit hotter than desired. The digitizing process brings those colors down to the right levels for VGA screens.

The results are striking. The best scenes in the CD-ROM version of *Mixed-Up Mother Goose* possess a vividness and depth that are far beyond what we're accustomed to seeing in computer games. Ultimately, many at Sierra feel the marriage of hand-drawn art and digital computers will lead to wholly hand-animated games, software projects that may rival classic Disney or Warner Bros. cartoons.

Scrambled Universe

Although the universe of *Mixed-Up Mother Goose* isn't huge, it is complex, which can be a problem for a game that's designed to be played by young children. The game's interface overcomes much of this complexity by taking as its central metaphor a baby's busy box.

Using the mouse, children can push levers to speed up or slow down the game or adjust the volume of the sound. Subordinate screens show a map of the fairy-tale kingdom as well as the number of golden eggs the child has earned for solving the game's puzzles.

Most of the screen is occupied by the fairy-tale kingdom through which the player moves. (Players can, incidentally, select the gender and race of their onscreen character.) Using the mouse, the player navigates through the kingdom, encountering scrambled versions of classic Mother Goose rhymes. The player's job is to unscramble them.

That unscrambling takes place in the most vivid interactive entertainment environment I've seen—or heard, for that matter. Picture and sound work together beautifully. Small touches, such as rippling water and the constant background animation of falling leaves, add to the illusion.

Investing in CDs

Bob Heitman, who was responsible for much of the coordination of the CD-ROM *Mixed-Up Mother Goose,* feels that Sierra has not only broken new ground, but has also taken a long step toward the future of interactive entertainment. For some time, Sierra has endorsed the idea of true interactive motion pictures. It could be that CD-ROM will make such products possible.

That won't happen overnight. For one thing, there are very few CD-ROM drives currently in homes. The price of drives remains prohibitive for most consumers; average drive prices are between $800 and $1,100. Additionally, there remain several unresolved questions concerning CD-ROM standards.

Not to mention marketing. While there are at present few CD-ROM drives in the home, Heitman feels confident that this situation will change. He sees Tandy's announcement of an internal CD-ROM drive as a step toward solving this problem. Rumors suggest that other manufacturers are preparing to release more affordable CD-ROM drives.

Tentatively set for summer release, *Mixed-Up Mother Goose* is a success before it sells a single copy. "This project gave us the chance to build our CD-ROM toolbox," Heitman says. "We've got routines, utilities, and techniques that will serve us well on future CD-ROM projects. And we've already got several projects in the planning stages."

Beyond Mother Goose

Among Sierra On-Line's future projects is a CD-ROM version of the next King's Quest adventure. Sierra's Roberta Williams, though, doesn't see CD-ROM necessarily leading to bigger interactive stories.

"Richer ones, I think," she says. "We'll try to develop the characters more fully, try to understand the intricacies of the story. I want to try to get away from just putting together a jumble of puzzles in some sort of simplistic plot on some sort of meaningless quest. And you really don't have any idea who you are and why you're here."

CD-ROM and other technologies give Williams hope that the computer game will continue to evolve. "I want to give players a sense of character, a clear sense of what you're doing and why, with some emotion behind it. At least the important characters should be developed, with relationships and recognizable personalities."

Character, emotion, visual and aural detail—all on one CD-ROM disc?

Not necessarily. The next Roberta Williams adventure will definitely appear on CD. And its creator is already dropping hints that *King's Quest V* may be the first double-CD game.

SERVICE... YOU WANT IT?
WE'VE GOT IT!!!

By Liz Jacobs
Customer Service Manager

"I want a refund . . . but I did not buy the game directly from Sierra!"
"WOW, I get a FREE T-Shirt if I buy $75.00 worth of product . . .
EVEN if I don't buy directly from Sierra!!"
"Grandma bought *Camelot* for me for Christmas, but she bought it
for the wrong computer type . . . I can't believe it, Sierra is going to
exchange it for the right version, even though Grandma bought it at
the mall!!"

Customer satisfaction has been important since Ken and Roberta first started this business. It has never been easier for me to manage a Customer Support Department for anyone. I know if there is a way to satisfy the customer's wants or needs . . . Ken wants me to find it.

In the two years that I have been here, the Customer Support Department has grown from 4 employees to 19. We have 48 incoming lines handling hint calls for the entire United States except California, and we have another 24 lines for California. Our Bulletin Board which also provides hints, technical support, and order taking has grown from 16 incoming lines to 32 lines. AND, as many of you already know, there is no charge for logging into our BBS.

Just because we wanted to feel 100% sure of our own policies, we took a little survey involving 12 of the leading ENTERTAINMENT software companies and their policies, and then did a comparison study. I feel better than ever now!!

COMPARISON CHART

	Refund	Disk Replace	BBS	Customer Service Hours
Sierra On-Line	Refund with receipt regardless of where purchased	$5.00 or $10.00	Yes	8:00 - 5:00 PT
Company 1	Direct Purchase Only	$7.50	No	8:30 - 4:30 PT
Company 2	No Refund	$7.50 or $10.00	Yes	8:00 - 5:00 PT
Company 3	No Refund	$10.00	No	8:00 - 5:00 PT
Company 4	No Refund	$5.00	No	8:00 - 5:00 CT
Company 5	Direct Purchase Only	$10.00	No	9:00 - 5:00 PT
Company 6	Tries for Exchange	$10.00	No	8:30 - 5:30 ET
Company 7	May not be full amount	$5.00	No	9:00 - 5:00 CT
Company 8	No support without registration	$6.00 per disk	Yes	Leave message on recorder
Company 9	Exchange	Call	No	4:30 - 7:30 PT
Company 10	No Refund	$7.50 per disk	No	8:30 - 4:30 PT
Company 11	No Refund/Tries for Exchange	$10.00	No	9:00 - 4:00 CT
Company 12	Refund with receipt	$5.00	No	9:00 - 5:00 PT

SIERRA POLICIES

REFUND   We will process a refund REGARDLESS of WHERE you bought the product. As long as you can provide a receipt showing purchase price, and date of purchase is within 30 days . . . we will refund your money.

» If our Technical Support staff has been working with you on a compatibility issue, and it is determined that you will not be able to run the program, we will extend our 30 day policy to 90 days (with a receipt).

DISK
REPLACE   We offer disk replacement at $5.00 for 5.25" disks (low density), and $10.00 for the 3.5".
As with all of the 12 companies above, disk replacement is free for the first 90 days. When we do a disk replacement, you receive an entirely new SET of disks, not just Disk #3 or #4.

BBS   Sierra has a very serious Bulletin Board. It has 32 incoming lines. We offer hints on the various games, Technical Support, an ordering area with MANY, MANY Specials (!!!), and you can even leave a message for our Sysop.

CS HOURS   Our Technical Support Staff is available to our customers Monday through Friday from 8:00 - 5:00 PT.

*** THE GOOD NEWS ***
We are investigating "Extended Customer Support" hours.
We will be trying to implement something before Christmas '90!

As you can see, I feel very comfortable supporting Ken Williams' style of Customer Support. We want YOU to feel that Sierra truly values your business. We know that if our policies demonstrate to you our style of customer oriented support, then you will always remain a Sierra customer.

To repeat: "Service . . . You want it? We've got it!!!"

Dynamix®
PART OF THE SIERRA FAMILY

A few months ago, the Dynamix software team joined the Sierra On-Line team — announced in our last Sierra News Magazine.

There are exciting new products from Dynamix to be released soon. You can read all about them starting on page six.

Sierra On-Line has added to the Customer Support team a specialist in the Dynamix games — Dave Morrow.

Dave is here to provide you with technical support for your Dynamix games. If you have any problems or questions of a technical nature, you may write Dave.

Dave is very interested in helping you get the most from your games, and is also interested in hearing any suggestions you may have for game improvements. As he puts it, "We are always looking to the future, and your comments can help us create the kind of games you would like to see. So send me a letter and let me know what I can do for you. I'm looking forward to hearing from you."

Cartoon submitted by Shawn Owen, Puerto Rico

There is sometimes only one way for a hero to survive!

by Ed Ferguson
Senior Technical Support

Well once again its time to get together and discuss the ins, outs, and subtle nuances of running Sierra Software on the incredible wide variety of hardware systems and configurations that exist in the marketplace today. Fortunately, or unfortunately — however you'd like to look at it — there's not a whole lot to discuss this time around! We're working hard to make sure we stay at the pinnacle of Customer Service and Satisfaction in the Computer Entertainment Industry! We'll try to cover a few situations that have arisen regarding some recent releases for the Amiga, and some issues regarding our Music support.

Q I just received my new 512K game from Sierra for my Amiga and when I try to load the game to my hard disk, the installation program locks up. I have another 512K Sierra game that installs just fine. What's wrong?

A There are several possibilities here, depending on which model you own. Our recent SCI 512K releases did not support external hard disks, and if you have two internal disk drives, they required that both disk one and disk two be inserted during install. Also, if you have an IBM bridgeboard and have partitioned your hard disk for both systems, you may also have trouble with hard disk installation.

Basically, if you have one game and cannot perform the hard disk installation, you can follow the manual installation procedures outlined below. If you have one game that installs correctly and one that does not, you probably have a game with the more recent version of the installation program. You can either follow the manual installation instructions, or you can "click and drag" the "Install" icon from Disk #1 of the working installation disk to a backup copy of the Disk #1 of the game which will not install on the hard disk. You can also perform this function through CLI, however you must copy both the "Install" file, and the "Install.info" file from Disk #1 of the newer program to a backup copy of Disk #1 of the older program. It is important to note that we are talking about 512K releases here, not the older 256K releases.

Manual Installation

» Load Workbench

» Double-click on the System Drawer

» Double-click on the CLI icon (Command Line Interpreter)

» At the prompt type

(For our purposes, we will use the call letters for Leisure Suit Larry II. You should substitute the appropriate call letters for the game in question.)

MAKEDIR DH0:LSL2

COPY EMPTY.INFO LSL2.INFO

(insert game disk 1 in DF0:)

COPY DF0: DH0:LSL2 ALL

» Repeat the copy for all subsequent disks

Now close all windows, double-click the game drawer, then double-click the game icon to start game play.

Q When I try to boot my new game on my Amiga, I get the message "Software Error - Task Held," and need to reboot my system. Do I have bad disks or something?

A No, you probably have a recent release of the Amiga 2000. The problem arises when you have a system configured with no "Fast RAM." You can check your system by opening the System Drawer, then the CLI window, and then typing "Avail" at the prompt. If the number corresponding to "total" Fast RAM is zero, that is the reason you are experiencing this problem. Simply return your Disk #1 along with a copy of your dated sales receipt and a note regarding this situation, and we will send you a new set of disks that will run under this configuration. Remember that the warranty replacement period is 90 days from the date of purchase.

Q I just received my MT-32 from Sierra and I'm trying play some of the demo songs that come with my Midi Studio Software, TRAX, but I get no sounds. Did I hook it up wrong?

A That's a possibility. However it's more likely that you just need to set track one in the Track Sheet Window to Channel Two. Just enter the Track Sheet Window, and click on the Channel option for Track One. You may need to expand the size of the window to see the Channel option. Place the mouse cursor on the box in the lower left hand corner of the window, click and hold your mouse button, and drag the corner out to expand the window. After clicking on the channel option, a window will appear that allows you to change the value in the Channel box. Once this is done, you should be able to play back your demo's.

Q When I install Trax on my PC, I get the message "Internal Stack Failure" when trying to execute the program. Is there a problem with the program?

A No, just try changing the IRQ level on the Midi board to another IRQ that is not being used. Most people have had success with IRQ7.

CONQUEST'S OF CAMELOT
The Quest of the Holy Grail

By Mike Weaver

Are you completely stumped on how to find the Holy Grail? Have you encountered evil creatures such as the Black Knight, the Mad Monk or the evil guide Jabir? Are you wondering whether or not you're truly worthy to possess the awesome powers of the Holy Grail? Then my friend you are playing *Conquest's of Camelot* another chapter of the age old legend of the Search for the Holy Grail.

Playing *Conquest's of Camelot* and being truly worthy to possess the Holy Grail may be difficult but with the aid of our own **Dear Mike** (no relation to Dear Abby) and the wisdom of Merlin, we will guide you through the more difficult parts of your quest. Look below and find some of the answers you seek to solve *Conquest's of Camelot*.

I'm Trapped on Glastonbury Tor! HELP!!!

When you killed the Mad Monk, the Old Ones became angry and made you their Servant forever. However, if you find a way to appease the Old Ones, they may allow you to leave the ruins of Glastonbury Tor.

Did you find an altar in the ruins? Find the altar and ask the Old Ones about Silver and the Mother-Moon. Put five silver coins on the altar and they will release you from servitude and give you a key. Appeasing the Old Ones is not enough to allow you to leave the ruins. You need to find the cause of the Circular Entrapment. Get the key and unlock the well. Then reach into the well and you will find the cause of the Circular Entrapment. Now, you may leave Glastonbury Tor.

Tell Me how to get out of the Desert near Gaza! I Keep Dying!!!

Unfortunately this desert is very difficult to navigate and even the most experienced adventurer may die in the trying. The lodestone can only be used to find which direction is north, it will not tell you how to discover a specific location.

To get out of the desert, you must leave Al-Sirat's house and say "no" to Jabir then go south into the desert. Go East then South then East again and you will come to a pool of water. DO NOT DRINK THE WATER OTHERWISE YOU WILL DIE. Draw your sword to scare off Jabir then go east past the skeleton. You will come to a Wadi. Go north and enter the pit in the building. Drink the water then leave the pit and go north two screens. You are now at the walls of Jerusalem.

I have the Holy Grail but I Keep Dying! WHY???

Not only must you find the Holy Grail, but you must be worthy enough to possess it. If you had put a gold piece on the Altar of Mithras back at Camelot, you would have found out that there are three knights who are in need of your assistance. You need to help Gawain, Galahad, and Lancelot. If one of these knights dies during your quest, the grail will never allow you to possess it and will kill you in the process. So make sure that you have saved all the knights before you touch the grail.

These are but a few of the puzzles you will encounter while playing *Conquest's Of Camelot*. If you are completely stumped and just can't possibly get through any particular part of the game, write to us here at Sierra and we will be happy to help you.

Happy Adventuring!

Brian Woods, Maryland, 14 years old, submitted this cartoon. He depicts a Hero and King Graham discussing dragon fighting tactics.

"You just threw water at it!"

PRODUCT UPGRADES

We will gladly upgrade your program. Disk upgrade is free for the first 90 days of product ownership. After 90 days there is a $10.00 handling fee. For the fastest service, simply mail the original Disk #1 of the program to us in a regular envelope (unprotected), along with either a copy of your sales receipt or the handling fee and a note detailing your computer hardware. We will get the upgrade to you right away. The address is: Sierra On-Line Inc. P.O. Box 485, Coarsegold, CA 93614. Attention: Returns.

	VERSION	HOW TO LOCATE	INT#	REASON FOR REVISION
AMIGA				
Black Cauldron	2.1	ALT D	2.333	AMIGA 500 ISSUE
Kings Quest I	1.0U	ALT D	2.180	REMOVE COPY PROTECTION
Kings Quest II	2.0J	ALT D	2.316	REMOVE COPY PROTECTION
Kings Quest III	2.15	ALT D	2.333	REMOVE COPY PROTECTION
Leisure Larry I	1.05	ALT D	2.176	REMOVE COPY PROTECTION
Leisure Larry II	1.003	ALT D	1.000.004	AMIGA 500 PAL SUPPORT
Space Quest I	1.2	ALT D	2.179	REMOVE COPY PROTECTION
Space Quest II	2.0F	ALT D	2.328	REMOVE COPY PROTECTION
APPLE IIe/IIc				
Leisure Suit Larry	1.0M	CTRL V	0.080	PROGRAMMING REVISION
Space Quest I	1.0Q	TITLE SCREEN	.071	PROGRAMMING REVISION
Space Quest II	2.0F	CTRL V	.099	REMOVE COPY PROTECTION
APPLE IIgs				
Kings Quest II	2.0A	OPTION D	1.013	CAN HARD DRIVE INSTALL USING GS/OS 5.0
Kings Quest IV	2.0H	OPTION D	2.007	PROGRAMMING REVISION
Police Quest I	2.0B	OPTION D	1.007	HANDCUFF PROBLEM IN BAR
Smart Money	1.5	TITLE SCREEN	N/A	PROGRAMMING REVISIONS
Thexder	2.7	N/A	N/A	ADDED SAVE GAME & IMPROVED JOYSTICK
MACINTOSH				
Gold Rush	2.01	SELECT THE	1.78	ADD MAC SE-30 SUPPORT
Kings Quest I	2.0C	GLOBE ICON	1.50	COLOR ON MAC II
Kings Quest II	2.0R	THEN SELECT	1.50	COLOR ON MAC II
Kings Quest III	2.14	"ASK ABOUT"	1.52	COLOR ON MAC II
Leisure Suit Larry	1.05	FOR VERSION	1.55	COLOR ON MAC II
Manhunter NY	1.22	NUMBER	1.79	ADD MAC SE-30 SUPPORT
Space Quest I	2.2		1.64	COLOR ON MAC II
Space Quest II	2.0F		1.73	HARD DISK INSTALL
MS-DOS				
Helicopter Sim.	2.0BH	TITLE SCREEN	N/A	ADDED FEATURES
Kings Quest III	2.14	ESC/ASK ABOUT	2.936	MCGA SUPPORT
Kings Quest IV AGI	2.3	"	3.002.086	HERC MONO/PCJR SUPPORT
Kings Quest IV SCI	1.006.004	"	0.000.502	HERC MONO SUPPORT WATER FALL PATCH
Heros Quest	1.102	"	0.000.629	PROGRAMMING REVISION
Leisure Larry II	1.002	"	0.000.490	HERC MONO/PCJR SUPPORT
Homeword II	1.11	TITLE SCREEN	N/A	FIXED MEMORY PROBLEMS
Manhunter S.F.	3.03	ALT D	3.002.149	DISK SWAPPING PROBLEMS
Police Quest II	1.002.011	ESC/ASK ABOUT	0.000.490	ADD HERC MONO&PCJR & GAMEBLASTER SUPPORT
Silpheed	2.4	TITLE SCREEN	N/A	PCJR & GAMEBLASTER SUPPORT ADDED
Space Quest I	2.2	ALT D	2.917	MCGA SUPPORT
Space Quest II	2.0F	ALT D	2.936	MCGA SUPPORT
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Thexder	REV.C	N/C	N/A	1.2 MB DRIVE SUPPORT

GAME ARTS OF JAPAN

Sierra is proud to announce the cementing of a long-term alliance with Game Arts of Japan, makers of Sierra's first Japanese imports *Thexder* and *Silpheed*. Together, the two companies hope to produce high-quality games for the Japanese and American game markets. Effective immediately, Sierra will begin converting and distributing all Game Arts products in the U.S. and Europe.

According Game Arts President Yoichi Miyaji, "Game Arts is a company that has confidence in action game technique, especially for the home computer. To us, Sierra On-Line is a superior software house. When we were users, Sierra was established as a company, and was already releasing wonderful games. At that time, we played Sierra games and went crazy over them. We can say that these experiences brought us into this industry. We are delighted that Sierra is publishing our games in the U.S. In the future, please continue to publish many wonderful Japanese games in the U.S."

Game Arts, located in Ikebukuro, in Northwest Tokyo, was founded in 1985 by Youichi Miyaji. At that time, the company was operated from a small garage, by Miyaji and 6 employees. *Thexder* was Game Arts' first product, and was a phenomenon in Japan, selling 500,000 units and winning Japan's BHS (Best Hit Software) award. *Thexder* debuted in U.S. computer stores just in time for Christmas 1986, and became Sierra's best seller for 1987. Sierra's next Japanese acquisition, *Silpheed*, was released in the U.S. in April of 1989.

Game Arts has been called the 'Gung Ho' software company — and with good reason. Young and vibrant, the people at Game Arts are *very* company oriented, right down to the Game Arts insignia on every lapel. The company concentrates mostly on arcade/action type games, although they have been known to produce the occasional adventure. They've had tremendous success with Nintendo games, but as the Nintendo's popularity has declined of late, they're looking ahead to CD ROM for 16 bit systems.

Two new Game Arts products are planned for release this year; *Firehawk: Thexder the Second Encounter*, a sequel to the 1987 best-seller *Thexder*, and *Zeliard*, Game Arts' answer to the role playing adventure. For more on these and other new games, see Sierra Games: 1990, starting on page six.

Cartoon submitted by Alan Fan, Hong Kong, age 14

Beth and Ryan Melnikas from Maine wrote to us last December, and we have been saving their letter for a year.

Dear Sierra,

We love *Space Quest* so much that we changed the "Twelve Days of Christmas" carol to please you! So here is our version:

On the twelfth day of Christmas my true love sent to me . . .

12 salesmen selling
11 Keronian rock bands
10 destructive spiders
9 Arnoid Annihilators
8 dialect translators
7 Pirates Of Pestulon
6 monolith burgers
5 buckazoids
4 lazer beam guns
3 slot machines
2 Guys from Andromeda
and a golden mop for Roger Wilco.

Did you like it?

[Yes, Beth and Ryan, we enjoyed your version. - Ed.]

Cathy Furbush from Texas has a helpful hint to share

We have found it very helpful to include the current score when saving our games.

Examples: witch's house 45
escape pod 205.

This makes it much easier to restore later, especially if it is very much later, such as when returning to a point much earlier in the game to avoid the kiss of an amorous alien!

[Thanks. We're passing it on. -Ed.]

Peggy Cascella of Florida describes herself as a sixty-five year old grandmother, and adds "They say to give an older person a bird or an animal to keep them young. I say, give them a computer and a Sierra Game!!!"

In part her letter said:

"Christmas 1988 I was introduced to computer gaming. What an adventure it has been since!

As Sir Graham, I fought ogres, dragons, trolls and a giant. On my quest to find a Queen, I faced more perils, even Dracula, to rescue the beautiful maiden. Next I found myself learning seven spells from the Wizard to be used against the Great Wizard himself. I had to talk to creatures, fly like an eagle, brew up a storm and finally transfer the Wizard into a cat. But I found out who I was!! Next thing I knew I was kissing a frog (ugh) and climbing the tongue of a whale, only to get sneezed out to an island. I had to dig up a cemetery, carry around a dead fish, fall into a chasm and was eaten by sharks to save the King. But it was worth it all. I'm looking forward to King's Quest V."

She went on to outline her adventures with Roger Wilco, panning for gold in California, landing in the middle of a murder at Colonel Dijon's mansion, laughing at Larry Laffer, playing Old Maid with Christina, and Mixed-Up Mother Goose with her granddaughter. Now she is pulling her hair out as a submarine commander.

[Peggy, you will be glad to know that King's Quest V *features the beloved Graham himself, adventuring again to save his whole family. -Ed.]*

Why isn't this man smiling?

A few months ago Ken received a letter from Kelly Lumbert of California who said:

[You may wonder why an editor would dare consider printing this letter? Because Ken himself referred it to me with a note that it could be a good letter to the editor. He has a real sense of humor . . . but he still likes this solemn picture with his President's Column. -Ed.]

Something in particular bothers me about your picture in Sierra magazine, namely you don't smile (pg.3). Why should that bother me? I can't say for certain why your not smiling bothers me but I won't read your article. I never have. You look angry, unhappy, and mean; as if you don't care about people. Maybe your computers are rubbing you the wrong way. I would like to see you smile in the next issue; perhaps others would to. Just thought I would let you know.

Ken's secretary, Kristy Welton, wrote to Kelly and expressed her opinion that "Ken is a bit camera shy."

Kathleen Graham of New York wrote to tell us of her venture into music cards.

. . . About nine months ago, I became aware of all the wonderful music that was available in your games but I couldn't hear it to its fullest extent because all I had was a PC speaker. So I began the long tedious job of researching all the available music cards. I read your SIERRA magazine, bought PC magazines, sent for your demo tape and went through many long hours of indecision. What finally made up my mind was the excellent sound of the Roland MT-32 on your demo tape. While this was a little bit more of a system that I needed (and a lot more money) I decided that any less sound would not satisfy me. My final decision was to purchase (from you) a Roland LAPC-1 music card.

I called your technical support line and spoke to a very helpful gentleman who was able to answer all my questions. He assured me that installation of the card would be a cinch. (I was doubtful.) I ordered the card (by phone) on a Monday, it arrived at my house on Wednesday. Very fast service SIERRA!!! I had no problem installing the card and then reinstalling Leisure Suit Larry 3 to my hard drive. The sound is unbelievable!!! I now have to go back and replay all my SIERRA games to hear all the music that I had been missing! (I had already replayed them all after I upgraded to EGA graphics).

[You will be interested in learning more about CD-ROM. But be warned, you may find yourself in the market for one. -Ed.]

Wendy Beshoar of Colorado has an unusual reason for appreciating Quest for Glory I (formerly Hero's Quest)

Dear Producers of Wonderful Entertainment,

Just wanted to write a letter of appreciation for Quest for Glory I. While there were many different aspects that I could rave about (and others have) I would like to point out one plus that others may not have complimented you on. While still young enough to enjoy your games I have arthritis rather badly. I was never a practiced arcade player and now with arthritis – well. Sufficient to say that my husband had to play Space Quest III for me in order to get me past those miserable robots.

Quest for Glory I gave me the illusion of being a skilled arcade player without requiring fast finger movement. My one button attack technique for my fighter may not have met your artistic goals but it sure was fun. I'm still running around killing things in the forest between games.

Thank you for your fine product. Hurry on the sequel.

[Quest for Glory II – Trial by Fire is due to be released very soon. It may be out before this Magazine hits the streets. -Ed.]

David Hepkin from Texas, who describes himself as "Your Biggest Fan," writes

Thanks for the hours of enjoyment your games have brought to me. They also taught me how to type and spell when I was younger (I'm ten years old now). I have always loved your games. I remember when I first got King's Quest. My parents had to drag me away from the computer. Whenever I get a good report card (which is most of the time) I get one of your games. I have 17 now and I can't wait until Space Quest 4 and King's Quest 5 come out.

I thank everyone at Sierra, and I hope when I grow up I'll be able to work for your company.
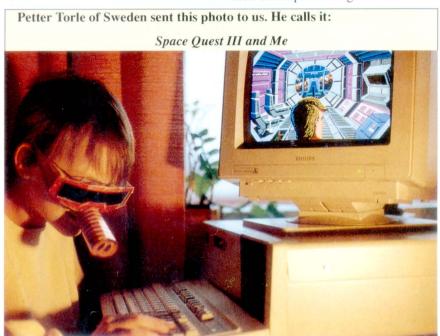
[Keep up the good work , David. -Ed]

Sylvia Hanna of Canada has an AtariST, a Roland MT-32 and Hoyles Book of Games

. . . having heard a sample of what this setup can produce at the ST WORLD OF ATARI show in Anaheim, - *I'm sold.*

I have never experienced so much fun and enjoyment from a game before. I love everything about it. But the music . . . ahhhh! I love the music that plays on the intro screen. I can't get it out of my head. It's my favourite. Next in line is the Select Your Game screen music - neat! My favorite game intro music is Cribbage, then the Old Maid tunes. I often select them just to listen to the songs over and over again. What enjoyment.

My favourite game is KLONDIKE, flip 3 unlimited. I enjoy watching the player's expressions and their eye movements. It's hard to deselect an opponent – their sad expressions get to me.

Petter Torle of Sweden sent this photo to us. He calls it:

Space Quest III and Me

**With Their New Multi-Player Family Game
And First Game With VGA Graphics,
Sierra is Not Only**

Keeping Up With Jones

Editor's Note – Since the CGW article was printed, the name of the game changed to Jones in the Fast Lane.

But Trying To Forge Ahead

By Johnny L. Wilson

The following article is reprinted from Computer Gaming World, June 1990, and is used with permission.

In order to peer into Sierra's immediate future, it may be necessary to visit the past. Remember those days of old when only governments and huge corporations had computers? Many families would gather together in the evenings to play boardgames like *Careers, Money, Money, Money* and *The Game of Life*. There was a sense of togetherness, competition and cooperation.

Keeping Up With Jones (*Jones*) is a computerized tribute to those family games of old with lots of new twists. Where the traditional boardgames were driven strictly by chance, *Jones* is driven by player-customized goals, a dynamic economic system with both micro-economic and macro-economic effects simulated, and logical decision-making. It is further enhanced by a "racetrack" style game board which has the rich feeling of an oil painting, digitized animation to enliven some of the turn results, as well as random events, and a musical soundtrack that offers distinctive themes for each location and character.

The Secret of Your Success (Game Play)

Jones is a game for one to four players (including computer players) in which each player defines his/her own particular idea of success. Before the game actually begins, players are presented with definitions (in game terms) of success in terms of: Career, Education, Happiness and Money. Players set their individual goals and attempt to be the first player to reach their goals.

On the first player turn, the player has the option of enrolling in school or entering directly into the work force. The game features nine different work locations, each with its own organizational structure and "pecking order" of prestige and power. One can move up at each location by virtue of performance, education and ability. There are also nine different educational institutions to attend which can affect one's chances of "getting ahead" or provide new challenges for those who make Education their primary goal.

During each turn, the player makes time management decisions about how he or she will spend their week. One simply moves to the right location on the game board, clicks on the location to reveal a menu of options, clicks to choose all the options to be performed at that location for the game week, and moves to the next location to repeat the procedure until the game clock (a dynamic icon located at the bottom of the screen which looks like a clock and turns red as time is expended) runs out. Players go to school and/or work, purchase necessities and luxuries, invest in securities and, once in a while, relax. Players who don't take the time to relax face two potential problems: illness or a visit from "Wild Willy the Burglar."

Along the road to success, salaries, prices and investments will fluctuate according to a micro-economy within the game itself. However, this micro-economy is affected by such macro events as a Wall St. scandal or oil crisis. The player learns of such events by purchasing a newspaper. Then, news concerning major events is flashed upon the screen via the typical '40s and '50s cinematic approach of having a newspaper spin around and around until it comes to rest and allows the viewer/player to read the headline. About three-fourths of the way through production, there were already more than 50 newspaper screens available and more were expected.

Although the economy seems fairly simple to keep track of in the course of the game, it functions in a fairly sophisticated way. There is a wage-price spiral in operation and the decisions which the players make in the course of a game actually affect what is happening in the micro-economy. Further, the newspaper headlines offer hints about what should be purchased in the way of investments. The boardgames of old could not "chain" economic/game factors together the way a computer game can and *Jones* exploits this ability in creating a more realistic economic environment.

In short, the game presents plenty of decision points for each player in a simple, playable game. Players try to balance time and money against possible purchases, investments and satisfaction. The game ends when one of the players reaches the goals he/she set at the beginning of the game. The game was designed to be anywhere from an hour to three hours in length. Since game length depends on the goals which the player set, one must set lower goals in order to have a shorter game.

Sound Investment (Artistic Touches)

In addition to the lavish use of digitization in *Keeping Up With Jones*, Sierra has invested quality resources in the musical soundtrack. Ken Allen has written a musical score that offers musical variety, establishes the "Yuppie" atmosphere the game is designed to portray and offers some terrific musical puns, as well.

The theme song to *Jones* has the light bouncing rhythm one would expect to hear for the opening of a situation comedy. It also has an organ part that is reminiscent of The Doors in order to place the game context in the right generation. Each player will have a different musical theme that will play as they stroll around the game board (it will even be personalized and selected by the player if the design team can find enough room on the disks) and, in turn, each location has its own theme. The investment broker's theme
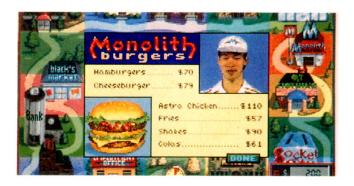
is performed in a baroque style like the hornpipe from Handel's "Water Music" (Get it, "Baroquer"?);the unemployment office has telephone percussion in its theme; the clothing store gets some great vibraphone work to indicate how cool it is to wear their clothes; the pawn shop's theme expresses ambivalent feelings and the fast food restaurant gets Barry Manilow-style orchestration that builds up to the expected chord change (I guess the composer needed a break, that day?). All of which combines to enhance the gaming experience with a sense of humor and whimsy.

In addition to the musical score, the graphic presentation of the game is rather fascinating. Most of the static graphics were painted in a similar style to the game board and digitized into the game. The game board itself is a lavish painting, as are many of the static items. The characters are animated from live models and the animation itself is incredibly smooth.

That *Jones*, Sierra's first VGA product, offers a rich tapestry of artistic touches should not be surprising, however. The Art Director for the project is Bill Davis, an Emmy award-winner for the graphics used on *NBC: The First 50 Years*. He is also the professional computer artist who handled the switches from animation

to live footage and back again for a popular Toyota commercial nearly one year ago. Now, he is guiding a team of artists, musicians, programmers and designers in creating a game which they hope will capture more of the family market than any computer game has done previously.

How I Made My Fortune (History of the Game)

The history of *Jones* is somewhat fascinating. Sierra does not usually purchase game designs developed outside their studios. When the company's executives saw an EGA version of *Keeping Up With Jones* that only had a portion of the present game's framework, they got very excited about the game's potential. They even booted up the simple EGA version and tested it out on some couples who came over for dinner. When everyone who looked at the game got hooked on it, Sierra knew it had a potential winner.

Still, the EGA version was not ready for prime time. It offered neither commercially viable graphics nor the more flexible gameplay of the current version. So, Sierra decided to buy *Jones* lock, stock and barrel. With Guruka Singh Khalsa as Producer, Sierra put Warren Schwader, designer of *Hoyle's Book of Games: Volume 1*, on the project, and teamed him with Bill Davis and Bill Skirvin. In addition, Sierra CEO Ken Williams has been very involved with *Jones* from the beginning.
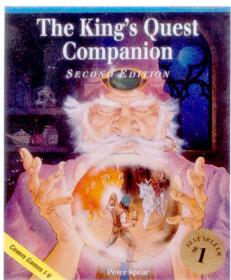
The Future's So Bright . . .

Sierra has been so successful in creating graphic adventures that many of their competitors refer to their own efforts in graphic adventures as a "Sierra-style product." Now, the successful publisher is beginning to take some creative risks in product types. *Keeping Up With Jones* is part of the commitment. After seeing this game, one really catches Ken Williams' vision of interactive entertainment for everyone.

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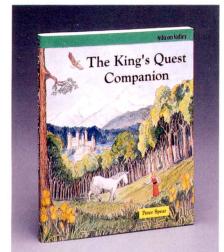
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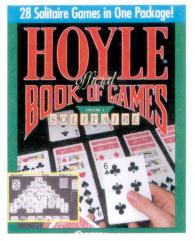
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Note: Leisure Suit Larry & Quest for Glory have 3/4 sleeves.

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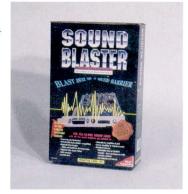
Roland MT-32 .... was $550.00 now $399.99

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A great combination of features for your home computer. Combine AdLib music card compatibility, a joystick port, and a DAC for digitized voices, at a great price anyone can afford.

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Soundblaster*	was $239.95	149.99
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NOTE:
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Item		Price
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Gravis Eliminator MCA card*		79.95
Gravis Joystick & Eliminator Combo	was $104.90	69.99
Gravis Joystick & Eliminator MCA Combo	was $139.90	89.99

* See next page for shipping details.

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If you are not completely satisfied with any product you purchase from our catalog, for any reason, return it within 30 days and we will promptly exchange the item or refund your purchase price. A software product is only as good as the company behind it. Hardware items such as Music Cards and Joysticks are provided by other companies for resale by Sierra. While Sierra attempts to insure the value of these items, it makes no warranties or claims for them above those of the original manufacturer. Sierra will refund or exchange any hardware item provided it is returned within 10 days in its original packaging.

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Roland MT-32	$7.00	$20.00
All other hardware	$3.00	$ 6.00

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Due to the large variation in shipping costs for various international destinations, and the fluctuating cost of delivery to some locations, all international orders will be by credit card only. Actual shipping and handling charges, including a small fee for customs stickers and insurance (when necessary) will be added to the credit card total. Most orders are delivered by air mail/parcel post.

BARGAINS!
BARGAINS!
BARGAINS!

Ever since I joined the Sierra team as Director of Marketing, I've been on the lookout for the best merchandise at the lowest prices to offer to you, our best customers. I found so many hot deals, they gave me my own magazine column!

This issue, we've got fantastic deals on music cards. If your computer goes 'beep-beep-beep' when it *ought* to be playing exciting music and realistic sound effects, then you need one of these great accessories for your computer system. We think you won't find a better deal on music cards *anywhere* this holiday season. Take a look:

Here's a deal you won't want to pass up for the Holidays:

Regular Price		Holiday Sale		SAVE
Gravis Joystick	$59.95	Gravis Joystick and Eliminator Card Combo	$69.99	$34.91
Gravis Eliminator Card	$44.95			
Gravis Eliminator MCA card	$79.95	Gravis Joystick and Eliminator MCA Card Combo	$89.99	$49.91

Software Hot Deal:

MS-DOS	Regular Price	Holiday Sale Price	SAVE
David Wolf: Secret Agent (640K)	was $49.95	now $19.95	$30.00
	WHILE SUPPLY LASTS!		

SMART MONEY: SOPHISTICATED MONEY MANAGER — ONLY $15.

APPLE IIe/IIc, APPLE IIGS, MS-DOS
WHILE SUPPLY LASTS.

Automatic bill paying, check writing, and more! Investment management, bank and credit card reconcilliation, and a host of other features at a cost so low it's unbelievable.

Order now while supply lasts.

Apple IIe/IIc (128K) _____ $15.00
Apple IIGS (512K) _____ $15.00
MS-DOS (512K) _____ $15.00

Here are some terrific bargains on Roland music accessories:

	Sierra's Regular Price	Holiday Sale Price	SAVE
MT-32	$550.00	$399.99	$150.01
MT-32 Micro Channel	$650.00	$499.99	$150.01
LAPCI	$425.00	$349.99	$ 75.01
LAPCI MIDI (to get to keyboard)	$125.00	$ 89.99	$ 35.01
Combo LAPCI & MIDI	$550.00	$399.99	$150.01

Check out these other music card prices

	Regular Price	Holiday Sale Price	SAVE
Soundblaster	$239.95	$149.99	$ 89.96
Gameblaster	$129.95	$ 99.99	$ 29.96
AdLib Bundle	$219.95	$159.99	$ 59.96
AdLib card	$149.95	$109.99	$ 39.96

Are those some crazy prices, or what? You can see why they call me "Hot Deals" Nick. Watch this space for more hot deals for your home computer from Sierra. See you next issue!

Nick Medici
Director of Marketing

Hot Deal * Rules

- Effective 11/1/90 through 1/31/91
- Not good with any other Sierra offers or coupons
- These are Rock Bottom Prices!
- Offers good while supplies last!

*Offers on this page

Be a character in *King's Quest V* Contest Winners

Roberta Williams selected two winning entries in the contest to be painted into *King's Quest V*.

The winners are:

Austin Hartman and Amanda Logue

Austin Hartman, Pennsylvania

Amanda Logue, Connecticut

Roberta also selected eight entries as runner-ups in the contest. Each of these contestants will receive a copy of *King's Quest V*.

The runner-ups are:

David Bueno
Jim Festante
R. S. Mangekian
Larissa O'Brien
Lance Rice

Pierre Vanden Borre
Porter Yates
and an entrant identified as
a Princess.

David Bueno, Florida

Jim Festante, New Jersey

R. S. Mangekian, New Hampshire

Larissa O'Brien, Wisconsin

Lance Rice, Alabama

Pierre Vanden Borre, Connecticut

Porter Yates, New Mexico

Princess

Editors Note: Like those "Elvis sighted at wedding of Bigfoot and space alien" articles you've read in other computer magazines, the rantings of Johnny Magpie should be taken with more than a few grains of salt and tongue planted firmly in cheek. Sierra management does not endorse (and only barely tolerates) the inclusion of this article in the Sierra News Magazine.

By Johnny Magpie

THE OLD CATS ARE OUT OF THE BAG! Since the last edition of the Sierra News Magazine, which went to print way back in May, Sierra has just about given away all of its big secrets for this Christmas.

Sierra's CD games made a cover story article in the June **Compute! Magazine** *[reprinted on pages 40-43 —Ed.]*, and its **VGA** stuff knocked audiences dead at the mammoth Consumer Electronics Show. Slowly but surely, the plots and storylines of all Sierra's major Christmas products were released to various media. As you might guess, these public pronouncements make it very hard to write my "Rumor Mill" style column.

[Editors Note: For those who haven't already received the FACTS on Sierra's Christmas releases, see page 6.]

But, with some perseverance and a little digging (mostly in Ken Williams' Trash Can) the Magpie had managed to capture a first look at **Sierra's product line for 1991!!**

Here's the first look — and remember you heard it here first!!

The 1991 season will open with none other than the infamous **Leisure Suit Larry**, who's fifth installment has been labelled a "CD-ROM" project. (I can't wait to see some of Larry's girls in ultrahigh resolution VGA). Closely behind, we'll have **a second Laura Bow Mystery story,** and **a Police Quest sequel from Jim Walls.**

Christy Marx, whose recent "Conquest of Camelot" has been selling great, has apparently been **landed by Sierra for a multi-game contract.** Her next computer game could be another "Conquest of Camelot" but the name I've got on the evidence says it's a conquest of another time and place entirely.

Roberta Williams doesn't seem to have any new projects on the schedule (even the Laura Bow Mystery doesn't have her name on it) but she's so secretive about her projects, she might have three of them scheduled. **It's too early for Roberta to retire — lets hope she's doing King's Quest VI.**

Bill Davis, whose *Jones in the Fast Lane* has just hit the streets, is tentatively scheduled to release no less than three different educational software products in 1991. Word is that he'll be making use of the CD technology. Lori and Corey Cole are also going to work hard to get the third installment of their fantasy roleplaying trilogy out in 91. I can't believe I have the

title right though. I've heard that they plan to call it **The Shadow of Darkness**????

There's also an interesting note about a possible game by a "**Billy Vukavich III**." Billy is a race driver I've met a few times who lives in the area. He drove at **Indy** early this summer. He didn't win, so I can't imagine he's going to be a "celebrity endorsement" for another Indy 500 game.

Over at **Dynamix,** there's word of what's next and it looks hot. A brand new and **improved version of A10 Tank Killer** is in the works, complete with new scenarios featuring Iraqi tanks and desert sands. **No sequels to Rise of the Dragon and Heart of China were mentioned,** but I read some great things about an game called **The Adventures of Willie Beamish.** As I understand it, it's sort of a thirtysomething meets Bart Simpson kind of story — should be interesting. **Another flight simulator, this one based on a wide variety of warplanes** is also rumored.

At **Game Arts,** the only title I've heard about is one called **Hari Kari.** If this one does come to America, look for some **strong satire and social commentary.** Hari Kari is a game that makes fun of Americans for all the silly stereotypes we have about Japanese culture. This could be a radical departure for a company whose main product line has consisted of arcade games.

Other rumors floating around include Sierra offerings of the **CML-32 for Macintosh owners** (a CML-32 is basically a Roland MT-32 for the Macintosh) and **new versions of Leisure Suit Larry I, Space Quest I and Police Quest.**
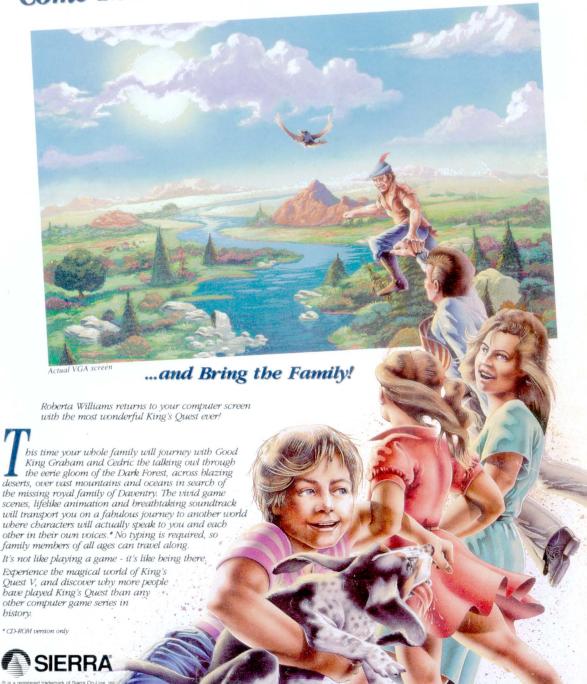
On a final note, I wouldn't call it a rumor, but I've seen artwork for **a new comic book called "The Adventures of Roger Wilco."** I don't think this comic is for inclusion in a computer game, but you never know.

No word in my diggings on further **King's Quests, Space Quests or even Manhunters,** but I'll be sticking my nose where it doesn't belong. Any rumors will be reported.